

# ***CCL REFEREE HANDBOOK***

*Revised March 2024*



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## Referee Expectations

- Uniform
  - Referee shirt (official or one provided by CCL clubs)
  - Black shorts or athletic pants
  - appropriate shoes (Soccer cleats or tennis shoes)
- Equipment
  - Whistle
  - Watch
  - Red and Yellow Cards
  - Pen or Pencil
  - Wear your Referee Shirt
  - Coin
  - Your field assignments
  - Duffel bag for personal property
  - Game card to record your notes
  - Schedule of games you are working
  - Referee Coordinator phone number
  - Rules
- Be punctual
  - Make sure you are there at least 20 minutes before your first game.
  - If you cannot make a game, do not wait until the last minute to notify your referee coordinator
- Focus Areas
  - Check goals for anchoring at each game. If not anchored, NO GAME. Find a league official to assist in anchoring goals.
  - Identify fouls, quickly blow whistle to stop play, quickly give direction of restart (little players give color of jersey), move down the field.
- Explaining the laws of the game to all players is beneficial to the growth and understanding of the player.
- After the game, submit scores via the CCL App. Your payment will not happen until scores have been submitted.

# Referee Game Day Checklist

## Helpful Hints:

- Know the rules.
- Work with passion.
- Blow your whistle for everyone to hear.
- Announce your call.
- Use hand signals.
- Use a whistle to control and stop the game.

## What to Bring:

- Whistle
- Watch
- Red and Yellow Cards
- Pen or Pencil
- Wear your Referee Shirt
- Coin
- Rules
- Your field assignments
- Duffel bag for personal property
- Game card to record scores & notes
- Schedule of games you are working
- Referee Coordinator phone number

## Before the Game:

- Introduce yourself to coaches.
- Teams on the same side of the field each occupying their half. Spectators on the opposite side. Players and spectators are not allowed behind either goal line.
- Check corner flags or request coaches use cones to mark corners of the field.
- **ALL GOALS NEED TO BE STAKED DOWN. YOU MUST INSPECT THE GOALS BEFORE THE GAME STARTS. IF ANY GOALS ARE MISSING STAKES, REPORT THE ISSUE TO THE REFEREE COORDINATOR OR ANOTHER BOARD MEMBER.**
- Request game ball (Home team).
- Inspect Players: Review player equipment for each team separately; not at midfield.
  - ✓ Shin Guards fully covered by socks.
  - ✓ Spikes must not be metal and no toe cleats.
  - ✓ Jewelry removed – Pierced earrings removed (may cover new studs with Band-Aids).
  - ✓ Casts are allowed if properly padded so they do not pose a safety hazard.
  - ✓ No baseball hats (Goalkeeper can if sun in eyes) or bandannas.
  - ✓ Goalkeepers must wear a different color shirt or pinnie from teams.
  - ✓ Hooded Sweatshirts cannot be worn over the head and must be tucked inside the shirt.
- Tell players your expectations – (Do not push, get up if you fall down, no slide tackles, proper throw-ins, off-sides, substitutions, etc.)
- **START GAMES ON TIME** – Do not allow on field warm-ups if past start time. Adjust play time if teams are running late. Announce to both teams the adjusted playtime.

## Coin Toss:

- Team Captains called to center circle (Show head/tails of coin) (If no coin, use Rock paper scissors)
- Select team to call toss (visiting team)
- Winning team selects the to kick off first or second half. Whichever team does not kick off the first half will kick off the second half. Teams will switch sides at the half.

## Conclusion of Game:

- Teams shake hands on the sideline. Watch for problems/poor sportsmanship.
- Report any problems, cards, serious injuries, or concussions to the Referee Coordinator.
- Submit scores via the CCL App. Your payment will not happen until scores have been submitted.

## Scoring

All scoring needs to be placed on the official scorecards. **ALL** areas on the scorecard need to be filled out. At the conclusion of your games for the day, scores will need to be entered into the CCL app. Certain locations will also require you to turn in your scorecard. Check with your Referee Coordinator on specifics. If you do not turn in the scorecard, you must keep the scorecard should any questions arise that need clarification.

<b>REFEREE GAME CARD</b>	
DATE: _____	TIME: _____
FIELD #: _____	DIVISION: _____
REFEREE: _____	
HOME TEAM <small>color</small>	AWAY TEAM <small>color</small>
Coach:	Coach:
NOTES:	

## Misconduct Reporting

CCL has a zero-tolerance policy for any type of referee or player abuse. We will investigate every instance of abuse. As such, we need the referee to document all occurrences of referee or player abuse. This documentation needs to be turned in before you leave the park on the day of the offense. Use the back of your scorecard to take notes of the offense and then complete a misconduct form and turn it in. Be sure to be detailed in your report.

Be detailed. Include names, capacity (Coach, player, spectator), and anything that will help us investigate

### Referee Report Misconduct

<div style="display: flex; justify-content: space-between;"> <span>(Home Team)</span> <span>(Away Team)</span> <span>(Division / Field)</span> </div>
<div style="text-align: center; font-size: 0.8em; background-color: #f2f2f2; padding: 2px;">Describe any unusual incident or sendoff</div> <div style="border: 1px solid black; height: 40px;"></div>
<div style="text-align: center; font-size: 0.8em; background-color: #f2f2f2; padding: 2px;">Additional Remarks</div> <div style="border: 1px solid black; height: 40px;"></div>

## **Fouls and Misconduct:**

\*\*Remember, this is a recreational league. The use of yellow and red cards should be limited for players (especially at the younger levels) and instead use the moment to help teach them the fundamentals and rules when possible.

A foul committed off the field of play is penalized with a direct free kick on the boundary line nearest the foul.

The following fouls and misconduct will result in a free kick taken at the spot of the foul if committed outside the penalty area:

<b>Direct Free-Kick</b> (More Serious Infractions)	<b>Indirect Free-Kick</b> (Minor or Technical Infractions)
Kicks or attempts to kick an opponent	Heading
Trips or attempts to trip an opponent	Goalie picks ball up after releasing it before another player touches it
Jumps at an opponent	Goalie touches ball with hands on an intentional pass-back from teammate
Charges an opponent	Goalie touches the ball with hands when received directly from teammate throw-in
Strikes or attempts to strike an opponent	Dangerous play
Pushes an opponent	Obstruction/Impeding
Tackles an opponent	Prevents goalie from releasing the ball from his hands
Holds an opponent	Offside
Spits at an opponent	Any other offense not previously mentioned, for which play is stopped.
Handball	

The ball is placed at the spot of the foul and must be stationary before the kick. Opposing players must remain at least 10 yards from the ball until it is kicked. The ball is in play when it is touched.

### **Fouls within the penalty area:**

- Committed by Attacking Team – Placement at the spot of the foul – Same as regular field of play.
- Committed by Defending Team – Ball placement will be determined by the severity and location of the foul. A foul committed by the defending team resulting in a direct free kick will be designated a penalty kick. A foul committed by the defending team resulting in an indirect free kick will be taken from the spot of the foul unless that spot is within the goal area. Fouls within the goal area will result in the ball being placed at a point on the goal area line adjacent to the spot of the foul, not nearer the goal.

**Direct Kick:** A goal may be scored directly from the kick.

**Indirect Kick:** A goal cannot be scored unless played or touched by another player.

**Penalty Kick:** Direct kicks awarded to the attacking team as a result of a foul within the penalty area. The kick is taken from the penalty mark, 12 yards from the goal line. (10 yards for U9/U10) All players except the goalie and kicker must remain outside the marked penalty area and behind the ball until the ball has been kicked. **The goalie must keep at least one foot on the goal line before the kick.** They are also allowed to move from side to side before the kick. **If the goalie moves both feet off the goal line before the kick,** the kick will be retaken if a goal is not scored. The ball is in play and players may enter the penalty area when the ball is touched. The kicker may not replay the ball until it has been touched by another player.

**Yellow and Red Cards: Referees can give coaches yellow or red cards based on the frequency and severity of behavior.**

Unsportsmanlike and/or misconduct by players, fans, or coaches will not be tolerated. The coach must control unruly spectators. Unsportsmanlike actions by the spectators and/or coach will result in the spectators and/or coaches being asked to leave the grounds. Suspension of the game may result based on the following sequence:

1. Stop the game.
2. Request the disruptive person(s) to leave the grounds. If they refuse, get assistance from the Referee Coordinator or other CCL official/coach.
3. Suspension of the game. (Regardless of possession or score). The game can be scored as a loss by the offending team.

Referees should report all concerns regarding spectator and coaching behavior to the Referee Coordinator for follow-up. Serious matters will be reviewed by the Board of Directors. Their decision will be binding and final. Swearing or taunting will not be tolerated. Coaches lead by example.

**Yellow Card** – Play will be stopped, and a (caution) Yellow Card will be presented to a player for the following misconduct:

Unsporting behavior	Failure to maintain distance on restart
Dissent by word or action	Entering field of play without referee permission
Delays to the restart of play	Deliberately leaving field without permission
Persistent infringement of the laws	

A player receiving a yellow card must leave the field and a substitute can be brought into play immediately. The player receiving the yellow card cannot re-enter play until the next opportunity to substitute.

**Red Card** – Red cards should be given only in extreme cases of unsportsmanlike conduct, continued disregard for the rules, or threat of injury from continued play. Players receiving Red Cards are disqualified from the game and must leave the playing area before restarting the game. Failure to comply will result in the suspension of play and the game will be forfeited by the offending team. A player receiving a red card must leave the field and **may not** be substituted. The offending team must play the remainder of the game short-handed.

Serious foul play	Player deliberately handles the ball to prevent a goal
Violent conduct	Player deliberately fouls (resulting in a free kick or penalty kick) to prevent a goal
Spitting at any person	Swearing or abusive language
Second yellow card in the same game	

Referees are instructed to notify the Referee Coordinator of the players or coaches receiving cards. Suspensions and Cautions will be reviewed by the Board of Directors to determine if further actions will occur.

**Explaining the laws of the game to all players is beneficial to the growth and understanding of the player.**

## Injury of a player

All injuries resulting in stoppage of play must be evaluated by the player's coach. In the event of an injury, the referee should stop play and call the coach onto the field to assist with the removal of the player. For serious injuries Allow the coach to evaluate the player in place but keep an eye on the time and try to have the player removed from the field as soon as it is safe.

For all stoppage resulting from a non-foul-player injury, the restart is always dropball from the spot of the last possession.

If a player is bleeding, that player must leave the field immediately to have the bleeding stopped and the skin and uniform cleaned as thoroughly as possible. When the player is ready to return to the game, the player's injuries and the uniform must be inspected by an official.

Up to two team officials (coaches) are permitted to enter the field of play with the referee's permission solely for the purpose of assessing an injury (not to treat it) and to arrange for the player's removal.

In all cases where an injury was the sole reason for the stoppage of play, the injured player is required to leave the field and cannot be permitted to return until the referee gives permission after play has restarted.

The referee should make note of any injury on the game card with relevant information (team, player, what happened, etc.)

## Substitutions

According to the Laws of the Game, to replace a player with a substitute, the following conditions must be met:

- The referee must be informed before any proposed substitution is made
- The substitute only enters the field of play after the player is replaced has left and after receiving a signal from the referee
- The substitute only enters the field of play at the halfway line and during a stoppage in the match
- The substitution is completed when a substitute enters the field of play
- Improper substitution is addressed in Law 3 – Players and Substitutions

### Other considerations

- **Substitutions are at the sole discretion of the referee.**
- Before allowing the substitution, make sure that it would not adversely affect the advantage possessed by the opposing team.

## Game Assignments

Games are assigned by availability. Once the schedule is posted, you are expected to work on your assigned games. Failure to show up or consistent call-offs can result in removal from being able to officiate games for the CCL. If you cannot make any of your assignments, it is your responsibility to notify your Referee Coordinator as early as possible.



## General Rules

***If a team does not have the minimum number of players, the opposing team will play down to match available players. Also, if a team has zero substitutes, the referee will implement a 3-minute water break midway through each half. Please keep in mind this is a recreational league.***

- Referees will perform a coin flip to determine which team gets the first possession.
- Referees will call each team to midfield prior to starting the game to check for shin guards, jewelry, and cleats
  - Players must wear shin guards; no exceptions and socks must be covering the shin guards.
  - No earrings or necklaces are permitted.
  - Soccer (plastic cleats) are highly recommended, but not required. No metal spikes allowed.
  - Baseball-type cleats can be worn, but the front (toe) cleats must be cut to off.
  - Players must wear their club jersey/shirt for all games.
  - Players can wear shirts, jackets, etc. underneath their jerseys in inclement weather.
- Goalies must wear a goalie jersey or shirt that is clearly a different color than other jerseys.
- Kickoff – the game starts with the ball placed at midfield.
  - All players, except the player taking the kickoff, must be in their own half of the field of play.
  - The ball must be stationary on the center mark.
  - The referee gives a signal to start play by blowing their whistle.
  - The ball is in play when it is kicked and clearly moves in any direction.
  - The kicker cannot touch the ball again until it has been touched by another player.
  - The opposing team must stay out of the center circle and not move toward the ball until the ball is kicked.
- Throw-ins must be 2-handed, go straight back over the player’s head with both feet on the ground until the ball is released.
- Players are not allowed to throw the ball directly into the goal.
- Second chances are given for incorrect throws up through U10 division.
- Game balls will be provided in the equipment bag at the field or by the home coach.
- First aid kits are available at the concession stand and/or with coaches’ bags.
- In all Recreational divisions of play, sliding tackles are NOT allowed. A sliding tackle is to be defined as an intentional sliding play with an opposing player within playing distance. Players are to be allowed to slide to play the ball in all other situations.
  - If the attacking player retains possession, the referee can decide to allow play to continue or to stop play and restart with an indirect free kick. If play is allowed to continue the appropriate warning or caution is to be enforced at the next stoppage.
- Substitutions: Unlimited substitutions will be allowed with the permission of the referee in the following situations:

Goals Scored	Throw-ins	Goal Kicks	Injuries	Halftime
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- Pass Back to Goalie: A ball played back to a goalie intentionally by the defending team may not be handled with hands by the goalie. (Foul-Indirect Free Kick from the spot the ball is touched. If the ball is touched within the goal area, the ball will be placed on the top of the goal area directly parallel to the spot of the foul.)
- Heading is **NOT** allowed in any CCL division. Results in an indirect free kick from the spot of the foul.

- Handball
  - Not every contact of the ball with the hand/arm is an offense. A player's hand/arm position should be judged in relation to their body movement in that situation.
  - Removal from the accidental attacking handball offense of the references to a 'team-mate' and 'creating a goal-scoring opportunity'
- Goal Kick: When the whole of the ball passes over the goal-line outside the goal posts either in the air or on the ground when last touched by the attacking team. The ball may be kicked from any spot within the goal area. The kicker shall not replay the ball until it is touched by another player. The ball is considered in play when it is kicked and moves. In U12, the team not taking the goal kick must remain outside the penalty area until the ball is in play. The blue line or build-out line will be used in U10 division.
- Off-side: A player is in an off-side position if he is nearer to his opponents' goal line than the ball unless:
  - The player is on their own half of the field.
  - The player is not nearer to the opponents' goal line than at least two opponents. (Goalie and Defender)
  - The player is behind the ball either dribbling it themselves or behind a teammate that has the ball.
- A player shall be declared off-side if at the moment the ball is played to them by a teammate and:
  - The player is in an off-side position.
- A player shall not be declared off-side merely because the player is in an off-side position or if the player receives a ball directly from a goal-kick, corner kick, or throw-in. The off-side penalty results in an "Indirect Free Kick." at the spot of the off-side player.
- The blue line or build-out line will be used in U10 division as the offside line.

#### Tenderfoot Division - Alliance, Minerva, Southeast

- Teams play 5v5 NO goalkeeper
- Size 3 Soccer Ball
- Play is (4) 8-minute quarters with a 5-minute halftime
- If the regular coach cannot make the game, please ask another parent to fill in.
- Please take every opportunity to teach the kids and increase their love of soccer.
- HAVE FUN.... ITS TENDERFOOT!!

#### U8 Division - Alliance, Minerva, Southeast

- CCL teams are for developmental players looking to learn and improve upon the fundamentals of soccer and their skills.
- A player who plays for another travel/club/competitive team within any club is ineligible to participate on a CCL team.
- Players can only play for 1 team/1 division during the season.
- Teams play 6 v 6 including goalkeeper
- Size 3 Soccer Ball
- Play is (4) 12-minute quarters with a 5-minute halftime

- Teams will change ends only at halftime.
- Substitutions may be made on a throw-in, goal kick, any re-start, kick-off or any break in play. The referee should acknowledge and allow the substitution.
- Score is kept by the referee during games
- Coaches are not permitted on the field during play, but can instruct players from the sidelines
- Referees will call all hard body contact and kicking even if unintentional
- If a team is short players, both coaches will decide whether to play with fewer players or give the team missing players additional players from the opposite team.
- No offsides in this division
- No headers are permitted; headers will result in an indirect free kick to the other team
- **No punting allowed in this division**
- Regular season: 3 points for a win, 1 point for a draw and 0 points for losing team
- Tournaments are played in this division
- Subs report to midline wait for ref to call on to field no subbing on the fly.
- Regular season games can end in a tie. No tiebreaker during the regular season.

#### U8 Division - Louisville

- Teams play 5 v 5 (this includes the goalkeeper)
- The score is kept during games by the referee
- A size 4 soccer ball is used
- Play is (2) 20-minute halves – (5) minute break at halftime
- No coaches or parents are permitted behind the goals or at the ends of the fields during play
- No coaches are permitted on the field during gameplay. Coaches are to remain on the sideline where their team bench is located and cannot cross the midline to the opposing team's half
- All laws including throw-ins are enforced (second chances are given for incorrect throws)
- Referees will call all hard body contact and kicking even if unintentional
- Teams must pass the ball at kickoff. No shooting directly at the goal on a kickoff is permitted.
- Change of kick-off and direction occurs at halftime
- If a team is short of players, both coaches will decide whether to play with fewer players or give the team missing players additional players from the opposite team.
- Substitutions can only be made during a stoppage, no substitutions on the fly are permitted.
- No headers are permitted; headers will result in an indirect free kick to the other team
- No slide tackling will be permitted. An indirect free-kick will be awarded to the other team unless in the goal box, and then PK will be awarded.
- The goalie cannot handle the ball when it is received from a teammate as an intentional pass back to the goalie by kicking the ball or via a throw-in. The offense is punished with an indirect kick.
- If a goalie has control of the ball the opposing team needs to stop attempting to shoot on goal.
- If the score is at a five-goal difference, the trailing team will add a player if available. If not available, the winning team will remove a player. This advantage will stop once the score is under 5 goal difference.

- **Running up the score is not allowed.** Anything over 5 goals is looked at as excessive.
- Tournaments are played in this division and will be held in the final week of the season.
- Yelling/arguing with any ref will NOT be permitted at any time (as stipulated in the LSC Code of Conduct). Remember, many of the refs are learning as well.
- Practices are typically once or twice a week
- **COACHES ARE EXPECTED TO BE RESPONSIBLE FOR THEIR TEAM'S PARENTS' CONDUCT!**
- **PARENTS SHOULD BE SEATED OPPOSITE THE FIELD FROM THEIR RESPECTIVE TEAM DURING GAMES.**
- **PARENTS AGREE TO ABIDE BY THE 24-HOUR RULE FOR CONTACTING COACHES AFTER A GAME**

#### U10 Division - CCL - Alliance, Louisville, Minerva, Southeast

- CCL teams are for developmental players looking to learn and improve upon the fundamentals of soccer and their skills.
- A player who plays for another travel/club/competitive team within any club is ineligible to participate on a CCL team.
- Players can only play for 1 team/1 division during the season.
- Teams play 7 v 7 including the goalkeeper
- Games will be played in Alliance, Louisville, Minerva & Southeast
- The score is kept by the referee during games
- Coaches are not permitted on the field during play but can instruct players from the sidelines
- A size 4 soccer ball is used
- Play is (2) two 25-minute halves – (5) a five-minute break at halftime
- All laws including throw-ins are enforced (second chances are given for incorrect throws)
- Referees will call all hard body contact and kicking even if unintentional
- If a team is short players, both coaches will decide whether to play with fewer players or give the team missing players additional players from the opposite team.
- No headers are permitted; headers will result in an indirect free kick to the other team
- Regular season: 3 points for a win, 1 point for a draw, and 0 points for losing team
- Tournaments are played in this division, alternating between locations.
- Subs report to the midline and wait for the ref to call onto the field no subbing on the fly
- No slide tackling will be permitted. An indirect free kick will be awarded to the other team unless in the 18-yard box, then PK will be awarded.
- The blue line or build-out line will be used in this division. The blue line will also act as the offside line.
- **No punting allowed in this division**
- If the score is at a five-goal difference trailing team will add a player if available. If not available, the winning team will remove a player. This advantage will stop once the score is under 5 goal difference
- Running up the score is not allowed. Only 5 goal differentials will be used in computing standings. Anything over 5 goals is looked at as excessive. If a team wins by a goal difference of 10 or more goals that team will only receive 2 points in the standings. If the score difference reaches 15 then the violating team will only receive one point in the standings.
- Tournaments are played in this division and will be held during the final week of the season.

- **PLEASE NOTE THAT COACHES ARE TO BE ON THE SIDELINE WITH THE TEAM AND COACHING BEHIND THE GOAL IS NOT PERMITTED.**
- **COACHES ARE EXPECTED TO BE RESPONSIBLE FOR THEIR TEAM'S PARENTS' CONDUCT!**
- **PARENTS MUST BE SEATED OPPOSITE THE FIELD FROM THEIR RESPECTIVE TEAM DURING GAMES.**
- **PARENTS AGREE TO ABIDE BY THE 24-HOUR RULE FOR CONTACTING COACHES AFTER A GAME**

U12 Division CCL - Alliance, Louisville, Minerva, Southeast

- CCL teams are for developmental players looking to learn and improve upon the fundamentals of soccer and their skills.
- A player who plays for another travel/club/competitive team within any club is ineligible to participate on a CCL team.
- Players can only play for 1 team/1 division during the season.
- Games will be played in Alliance, Louisville, Minerva and/or Southeast
- Teams play up to 9 v 9 including the goalkeeper
- The score is kept by the referee during games
- A size 4 soccer ball is used
- Play is (2) two 25-minute halves – (5) a five-minute break at halftime
- All laws including throw-ins and offsides are enforced
- Referees will call all hard body contact and kicking even if unintentional
- No headers are permitted; headers will result in an indirect free kick to the other team
- Regular season: 3 points for a win 1 point for a draw and 0 points for losing team
- Tournaments are played in this division, alternating between locations.
- If a team is short players, both coaches will decide whether to play with fewer players or give the team missing players additional players from the opposite team.
- Subs report to the midline and wait for the ref to call onto the field no subbing on the fly
- No slide tackling will be permitted. An indirect free kick will be awarded to the other team unless in the 18-yard box, then PK will be awarded.
- If the score is at a five-goal difference trailing team will add a player if available. If not available, the winning team will remove a player. This advantage will stop once the score is under 5 goal difference
- Running up the score is not allowed. Only 5 goal differentials will be used in computing standings. Anything over 5 goals is looked at as excessive. If a team wins by a goal difference of 10 or more goals that team will only receive 2 points in the standings. If the score difference reaches 15 then the violating team will only receive one point in the standings.
- Tournaments are played in this division and will be held during the final week of the season.
- **PLEASE NOTE THAT COACHES ARE TO BE ON THE SIDELINE WITH THE TEAM AND COACHING BEHIND THE GOAL IS NOT PERMITTED.**
- **COACHES ARE EXPECTED TO BE RESPONSIBLE FOR THEIR TEAM'S PARENTS' CONDUCT!**
- **PARENTS MUST BE SEATED OPPOSITE THE FIELD FROM THEIR RESPECTIVE TEAM DURING GAMES.**
- **PARENTS AGREE TO ABIDE BY THE 24-HOUR RULE FOR CONTACTING COACHES AFTER A GAME**

U14 Division CCL - Alliance, Louisville, Minerva, Southeast

- CCL teams are for developmental players looking to learn and improve upon the fundamentals of soccer and their skills.
- A player who plays for another travel/club/competitive team within any club is ineligible to participate on a CCL team.
- Players can only play for 1 team/1 division during the season.
- Games will be played in Alliance, Louisville, Minerva and/or Southeast
- Teams play a minimum 8 v 8 including a goalkeeper
- The score is kept by the referee during games
- A size 5 soccer ball is used
- Play is (2) two 30-minute halves – (5) a five-minute break at halftime
- All laws including throw-ins and offsides are enforced
- Referees will call all hard body contact and kicking even if unintentional
- Regular season: 3 points for a win, 1 point for a draw, and 0 points for losing team
- Tournaments are played in this division alternating between locations.
- If a team is short players, both coaches will decide whether to play with fewer players or give the team missing players additional players from the opposite team.
- Subs report to the midline and wait for the ref to call onto the field no subbing on the fly
- No headers are permitted; headers will result in an indirect free kick to the other team
- No slide tackling will be permitted. An indirect free kick will be awarded to the other team unless in the 18-yard box, then PK will be awarded.
- If the score is at a five-goal difference trailing team will add a player if available. If not available, the winning team will remove a player. This advantage will stop once the score is under 5 goal difference
- Running up the score is not allowed. Only 5 goal differentials will be used in computing standings. Anything over 5 goals is looked at as excessive. If a team wins by a goal difference of 10 or more goals that team will only receive 2 points in the standings. If the score difference reaches 15 then the violating team will only receive one point in the standings.
- Tournaments are played in this division and will be held during the final week of the season.
- **PLEASE NOTE THAT COACHES ARE TO BE ON THE SIDELINE WITH THE TEAM AND COACHING BEHIND THE GOAL IS NOT PERMITTED.**
- **COACHES ARE EXPECTED TO BE RESPONSIBLE FOR THEIR TEAM'S PARENTS' CONDUCT!**
- **PARENTS MUST BE SEATED OPPOSITE THE FIELD FROM THEIR RESPECTIVE TEAM DURING GAMES.**
- **PARENTS AGREE TO ABIDE BY THE 24-HOUR RULE FOR CONTACTING COACHES AFTER A GAME**

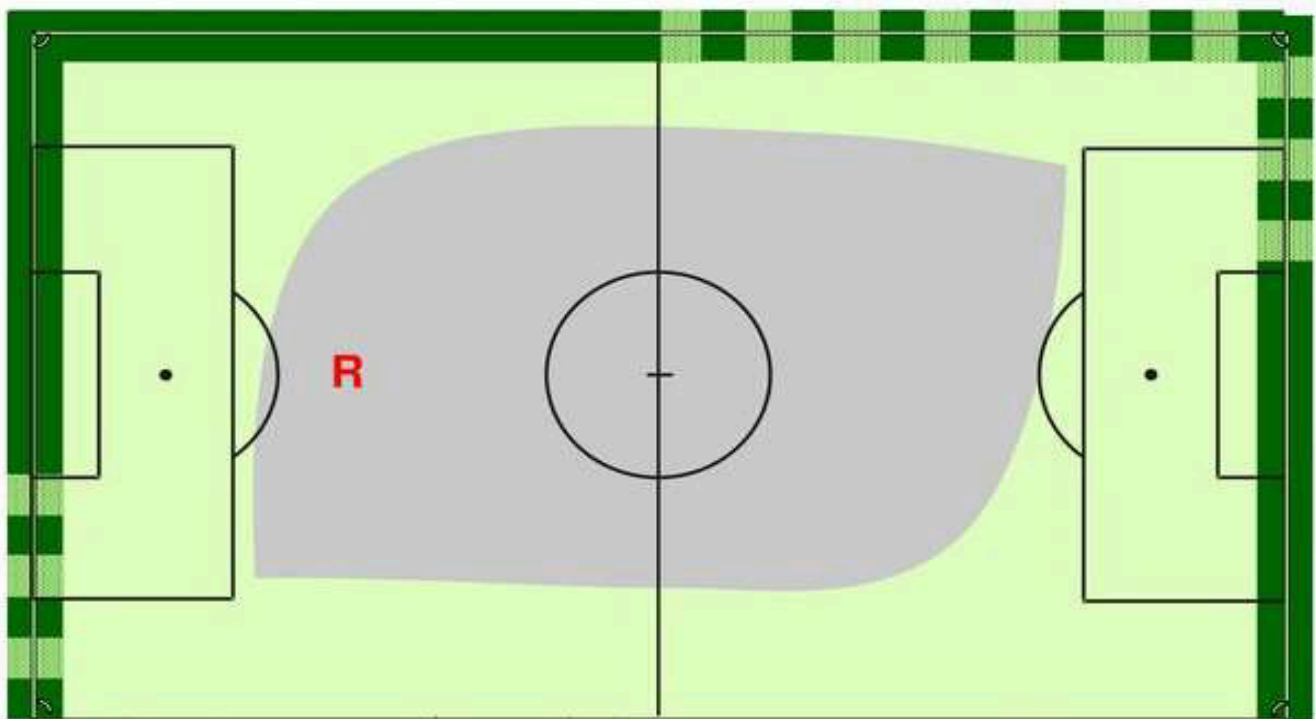
## Field Procedures & Guidelines

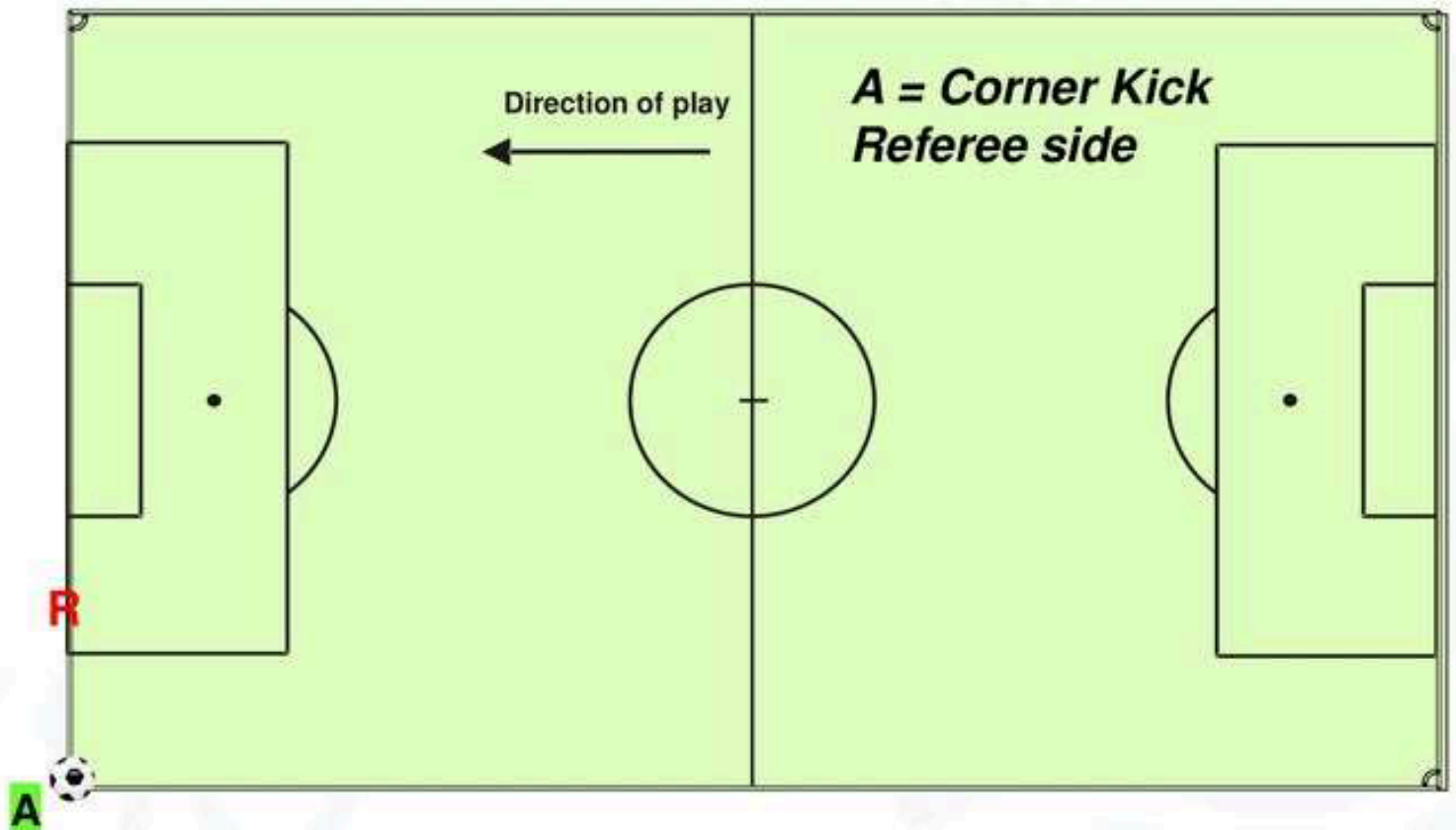
Be deliberate about your calls. Use hand signals for all calls. If you are far away from the bench or spectators, they may not be able to hear you, but they can see the signals.



### Position and movement (1 Official)

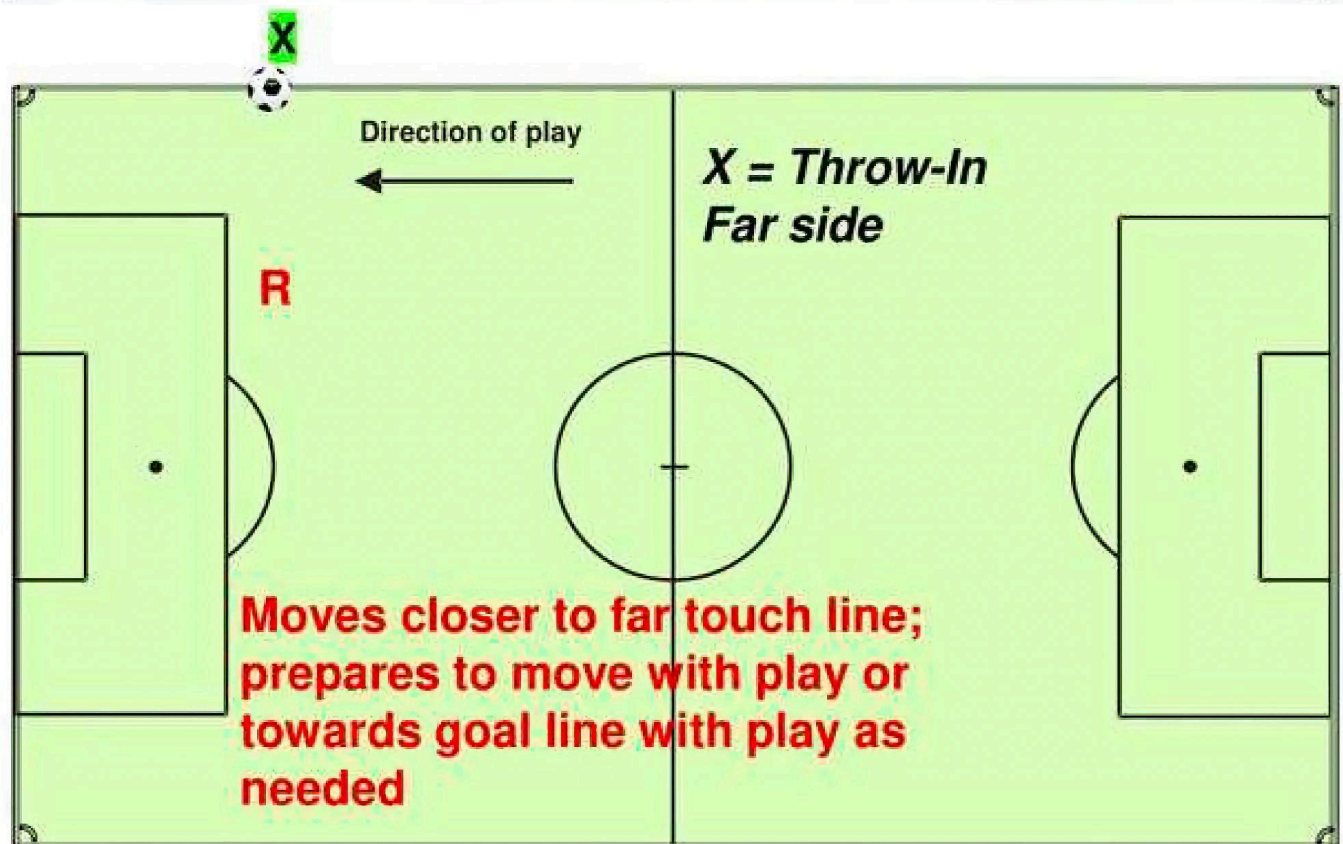
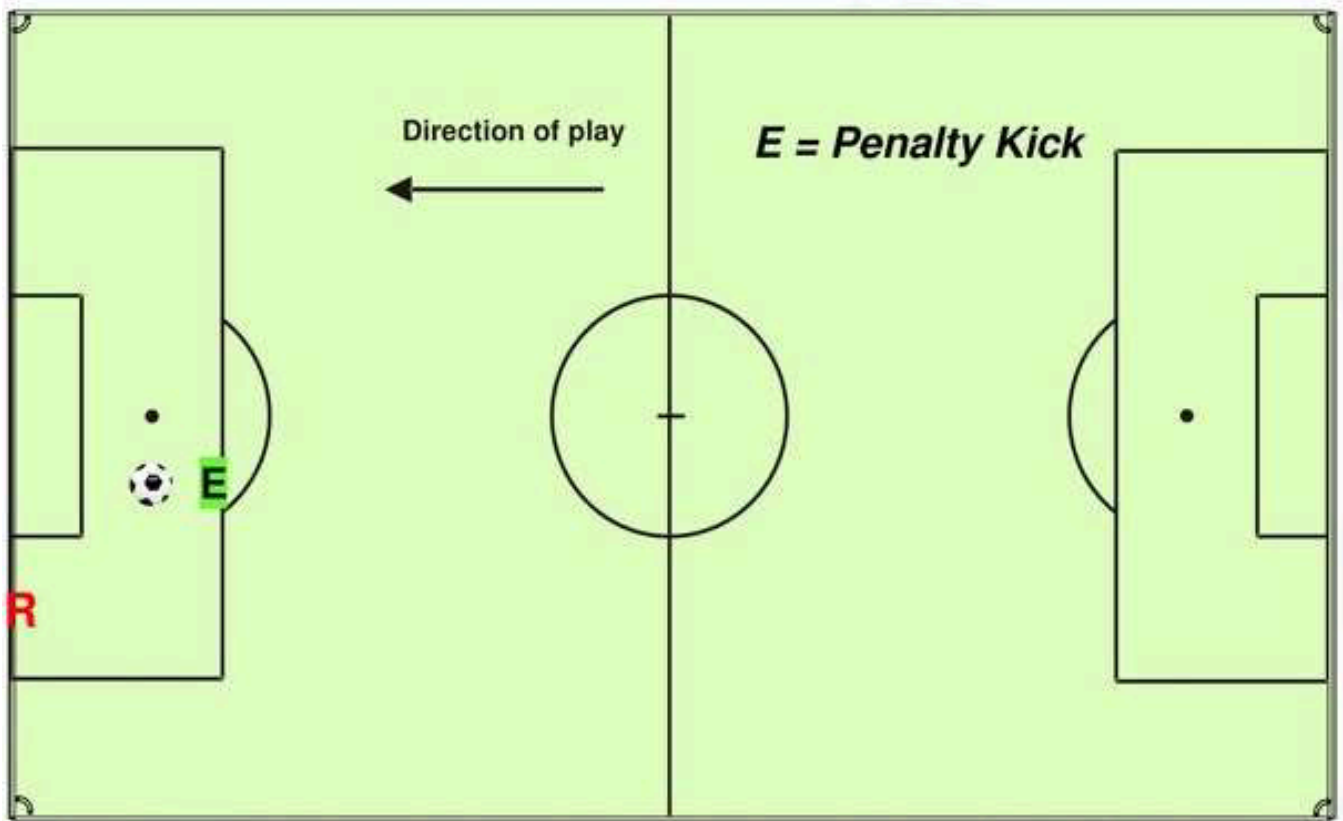
- Make sure you are in a good position to monitor play. If you are too far away from the action, it is very hard to make the right call. Make sure to move around.
- The single referee's position is called "Diagonal System of Control" (DSC), which he or she runs from corner flag to corner flag. Really it looks more like this:













# Referee Report Misconduct



_____		_____	
(Home Team & Coach)		(Away Team & Coach)	
_____	_____	_____	_____
(Division)	(Location)	(Field)	(Date of Incident)

Describe any unusual incident or sendoff

Additional Remarks

Referee Name: \_\_\_\_\_

Telephone: \_\_\_\_\_

Email: \_\_\_\_\_

Date: \_\_\_\_\_



## REFEREE GAME CARD

DATE: \_\_\_\_\_ TIME: \_\_\_\_\_

FIELD #: \_\_\_\_\_ DIVISION: \_\_\_\_\_

REFEREE: \_\_\_\_\_

HOME TEAM <small>color</small>	AWAY TEAM <small>color</small>
Coach:	Coach:

NOTES:

## REFEREE GAME CARD

DATE: \_\_\_\_\_ TIME: \_\_\_\_\_

FIELD #: \_\_\_\_\_ DIVISION: \_\_\_\_\_

REFEREE: \_\_\_\_\_

HOME TEAM <small>color</small>	AWAY TEAM <small>color</small>
Coach:	Coach:

NOTES:

## REFEREE GAME CARD

DATE: \_\_\_\_\_ TIME: \_\_\_\_\_

FIELD #: \_\_\_\_\_ DIVISION: \_\_\_\_\_

REFEREE: \_\_\_\_\_

HOME TEAM <small>color</small>	AWAY TEAM <small>color</small>
Coach:	Coach:

NOTES:

## REFEREE GAME CARD

DATE: \_\_\_\_\_ TIME: \_\_\_\_\_

FIELD #: \_\_\_\_\_ DIVISION: \_\_\_\_\_

REFEREE: \_\_\_\_\_

HOME TEAM <small>color</small>	AWAY TEAM <small>color</small>
Coach:	Coach:

NOTES:

## REFEREE GAME CARD

DATE: \_\_\_\_\_ TIME: \_\_\_\_\_

FIELD #: \_\_\_\_\_ DIVISION: \_\_\_\_\_

REFEREE: \_\_\_\_\_

HOME TEAM <small>color</small>	AWAY TEAM <small>color</small>
Coach:	Coach:

NOTES:

## REFEREE GAME CARD

DATE: \_\_\_\_\_ TIME: \_\_\_\_\_

FIELD #: \_\_\_\_\_ DIVISION: \_\_\_\_\_

REFEREE: \_\_\_\_\_

HOME TEAM <small>color</small>	AWAY TEAM <small>color</small>
Coach:	Coach:

NOTES: