

**COMMONWEALTH  
SOCCER OFFICIALS ASSOCIATION, INC.**

From: The Commissioner  
To: Commonwealth Soccer Officials  
Subj.: **POINTS OF EMPHASIS Spring 2020**  
Date: January 2020

To help us better focus on officiating high school soccer, below are points of emphasis and guidelines from the National Federation of State High School Associations, the Virginia High School League and CSOA. These guidelines are provided to promote **uniformity** and **consistency** among CSOA officials. These guidelines do not cover every situation and when in doubt please apply the following guidelines: *first, player safety is our primary concern; second, we want to play the game; and finally, exercise common sense.*

Please note there are some changes in the format for the guidelines to better highlight the NFHS rule changes and NFHS Points of Emphasis. ***The CSOA "italicized" comments are designed to provide the CSOA desired procedures.***

**2019-2020 NFHS RULE CHANGES**

**Rule 3-4-3 New Procedure for Substitution** - The clock shall be stopped when a substitute by the team in the lead is beckoned on the field in the **final five minutes of the second period only.** (Note – Both Teams substitute – stop clock)

**Rule 4-3 Improperly Equipped Players** - Cautions will not be issued for improperly equipped player(s), e.g. e.g. player loses shin guard, shoe comes apart, a substitute enters wearing shorts different from teammates or no number on the jersey. If not immediately correctable, improperly equipped player(s) shall be instructed to leave the field of play when the ball next ceases to be in play. The player(s) may be replaced. The removed player(s), if not replaced, may re-enter at the next dead ball only after reporting to an official, who shall be satisfied the player's equipment and uniform are in order. Play shall not be stopped for an infringement of this rule except that the referee may stop play immediately where there is a dangerous situation. **(Note – Cards will be still issued for illegally equipped players.)**

**Rule 5-3-1d The Officials shall** - (d) call out "play on" and, with an under swing of one or both arms, indicate a foul which was observed but shall go unpenalized because penalizing the offending team would give an advantage to the offending team. If the referee applies the advantage, which was anticipated but does not develop at that time, the referee shall penalize the original offense.

**Rule 7-4-3 (New) The clock shall be stopped when a substitute by the team in the lead is beckoned onto the field in the final five minutes of the second period.** (Note - **Both teams substitute – stop clock.**)  
**THERE IS AN ERROR IN HOW THIS RULE CHANGE IS WRITTEN UP IN THE FRONT OF THE RULE BOOK**

**Rule 9-2-1c Drop Ball** - The game is restarted with a drop ball: a. when the ball is caused to go out of bounds by two opponents simultaneously; b. when the ball becomes deflated; c. following temporary suspension of play for an injury or unusual situation and a goalkeeper is not in possession of the ball.

**Rule 9-2-3 Drop Ball** - The ball is dropped by an official from waist level to the ground. Any number of players may contest a dropped ball (including the goalkeepers); a referee cannot decide who may contest a dropped ball or its outcome.

**Rule 9-2-5 New Drop Ball - ART. 5 . . . The ball shall be dropped again if it touches a player before it touches the ground or leaves the field of play after it touches the ground without touching a player.**

**Rule 9-2-6 New Drop Ball - ART. 6 . . . If a dropped ball enters the goal without touching at least two players, play is restarted with a goal kick if it enters the opponent's goal or a corner kick if it enters the team's own goal.**

**Rule 9-3 Temporary Suspension - In case of a temporary suspension due to injury or any unusual situation the game shall be started by a drop ball at the point where the ball was when the play was suspended (except as noted in 14-1-7) provided the ball was not in the goal area and not in the possession of the goalkeeper. **Note – IFK are no longer awarded to teams in possession of the ball at the time of a stoppage for an injury unless the ball is in the possession of the goalkeeper.****

### **NFHS POINTS OF EMPHASIS 2020**

- **Anterior Cruciate Ligament (ACL) Injury Prevention:** Injuries to the Anterior Cruciate Ligament (ACL) are devastating to athletes at all levels of competition. ACL injuries are more common in girls' soccer than any other high school sport. In soccer, girls are 3 times more likely to tear their ACL than boys. Boys' soccer has the highest rate of ACL injuries of all non-collision boys' sports. **(Note – Please be alert for dangerous play situations during the match and use good preventive refereeing techniques to maintain player safety and minimize player on player opportunities for these type of injuries).**
- **Pre-game communication between the school administration and game officials:** An authorized representative of the host school shall greet the officials upon their arrival. The host school principal, principal's designee or game administrator must indicate to the head official or center referee his/her location should a situation develop where his/her assistance is needed during a contest. The contest coaches should not serve as the principal's designee or game administrator. The expectation is that the principal's designee or game administrator will take positive action to maintain an atmosphere of good sportsmanship within the spectator seating area.
- **Official's communicating misconduct with coaches:** NFHS Rule 5-3 states that game officials shall communicate the nature of misconduct to coaches, the scorer and other officials when a yellow/red card has been issued. This communication is a notification and not an explanation. It is not intended to be an opportunity for the coach to discuss or dissent the call. It is, however, an educational opportunity for the coach to address and/or correct the behavior of the carded individual. It is important to note that interscholastic athletics are an extension of the classroom and the behavior of all involved should reflect as such. Coaches and officials are expected to model good sportsmanship and to uphold the honor and dignity of their profession. This includes all interactions with student-athletes, other coaches and officials, school administration and spectators.

### **CSOA POE**

- **Rule 1 Field of Play**
  - **Markings** – Field should be properly marked to include 11 yd hash marks. If field is improperly marked – note in game report.
  - **Bench Location** – It is preferred that benches be on the same side of the field, however, for control purposes they can be on the opposite side of the field – must be on a diagonal, preferably not on the half where the AR is working.

- **Coaching Box** – Coaches boxes should be marked – however most schools will not mark them. If they are not marked get cones from the school/coach and use them to mark it. Box is 20 yds long and it starts 10 yds down the touchline from mid-field. Bench can be anywhere in this area. Note: Team and coaching area should not be any closer to the halfway line than 10yds. Use the radius of the center circle to get the 10yds.
- **Goals** – Must be secured – portable goals should be secured/sandbagged to make sure they do not move in the run of play or become a potential hazard to player safety. (Note – Football goal posts should NOT extend over the top of the soccer goal on the field of play. This is mainly a problem on turf fields. If this is the case, note fact on game report. If the ball hits the horizontal portion of the post that is on the field of play, the ball is considered out of bounds and the restart is a goal kick or corner kick, depending on who last touched the ball.)

## Rule 2 Ball

- **Balls** - Must have a minimum of three game balls. (Note – Some schools use ball without the NFHS Logo. Please use these balls if they meet the other requirements and the visiting coach does not object – if there is an issue please include in game report.)

## Rule 3 Players and Substitutions

- **Players** - Minimum number is 7 players to start or finish game.
- **Number** - Remember that in HS substitutions are unlimited **except during a penalty kick** when the only person that can be substituted for is an injured or cautioned player(s) and the substitute **CANNOT** take the penalty kick.
  - **Unlimited – between periods**
  - **Either team may substitute an unlimited number provided they have checked in – goal is scored; goal kick; caution; disqualification; and dealing with a communicable disease (i.e. BLOOD) issue.**
  - **Throw-in/corner kick – Team in possession may have unlimited subs, if they have checked in prior to the restart – Team not in possession may substitute provided the team in possession substitutes**
  - **Referee must beckon the substitutes onto the field**
  - **Note – Rule change this year - In the last five minutes of the second period only the clock will be stopped if the team that is leading makes a substitution(s).**
- **Reporting Requirements** – must report prior to stoppage of play
- **Injury Substitutions**
  - **Field Player** - If you have an injury and you stop time so the injured field player(s) can be attended to. That player(s) **must leave the field** and he/she cannot reenter until the next opportunity for a substitution (dead ball or normal substitution opportunity.) If the team elects to substitute for the injured player, the player cannot return until the next opportunity for his/her team to substitute.
  - **Goalkeeper** – If you stop time and beckon the trainer/coach onto the field to attend to the goalkeeper, the goalkeeper **must leave the field**. So, insure the goalkeeper needs assistance prior to bringing personnel on to the field. ***CSOA Note – player safety is of primary importance in all injury situations.***
  - A team may elect to play a player down (not substitute) for the injured player; if they play a player down then the injured player may return at the next stoppage or opportunity for a substitution.

- NFHS does not make provisions for players to reenter during the run of play, therefore be aware that reentry is on dead ball ONLY.
- **Restart – Restart has changed to drop ball unless the ball is in the hands of the goalkeeper at the temporary injury suspension. Note – if the injury suspension was the result of a foul or misconduct, restart is the appropriate free kick.**
- **Bleeding/Blood on Person/Uniform** - These situations must be treated immediately by stopping play and removing the player(s) from the game. After treatment, the player(s) may return on the next opportunity for substitutions unless team plays a player down. (Note – the same substitution criteria are applied here as for an injury.) Player should be checked by AR prior to reentering the game. Note: if the AR cannot check the player than you must and you can do so as the player enters the field by going to him/her to visually check.
- **Misconduct** – After a misconduct (yellow card), the player must leave the field and **cannot return to the field until the next legal opportunity for substitution FOR HIS/HER TEAM. This substitution procedure is different from the injury (i.e. cannot reenter at a stoppage.)**
- **Goalkeeper changing with Field Player** - The goalkeeper may change places with a field player at any time a substitution is allowed, or whenever the clock is stopped, providing the uniforms are legal. Any time the goalkeeper is changed the referee shall be notified.

## Rule 4 Player Equipment

- **Player Uniform** - Home dark/visitors white; shorts any color; Home socks all must of similar color and visitors white. Any garment worn under shirts or shorts must all be of the same color (team) and length (player).
- **Tape or similar material on socks** – If tape or similar material (stays/straps) is applied externally to the socks, it must be of similar color as that part of the sock to which it is applied. (Home tape/stays/straps = dark; Away tape/stays/straps = white.
- **Logos** - One logo and one American flag are permitted on the shirts, shorts, and socks.
- **Goalkeeper Uniform** - The shirt of the goalkeeper must be distinct, and he/she is authorized to wear different color short and socks than their teammates. Note: If the goalkeeper is replaced and subsequently becomes a field player he/she must be attired like their teammates. Note – Goal keeper shirts must have numbers. Note – If the goalkeeper becomes a field player, his/her field jersey number field shirt must be listed on the roster. **Note: Goalkeeper socks must differ in color to the opposing field players.**
- **Shin guards** - All players must wear shin guards to include players with knee braces. Players may not alter shin guards, wear them where protection is not provided to the shin, or wear shin guards that are not AGE or SIZE appropriate (ADULT small, medium, large, etc.)) Shin guards must be worn with the bottom edge within two inches of the ankle. **CSOA NOTE – Remember to use the three-finger test for both top and bottom.**
- **Illegal Equipment** – If a referee notices a player with illegal equipment, the referee should order the player off the field at the NEXT stoppage of play to correct the problem. EXCEPTION - if the referee determines there is an immediate dangerous situation then stop play. (Note – this is a misconduct infraction and requires that a caution be given to the player or coach. The player may be substituted but cannot reenter the game until the next opportunity for substitution for his/her team). **CSOA Guideline – Head coaches shall be cautioned for first instance of an illegally equipped player. Subsequent infractions – the player with the illegal equipment is cautioned. (REFEREE TEAM SHOULD BE PROACTIVE TO PREVENT THIS FROM HAPPENING)**
- **Improper Equipment** - Same procedures as illegal equipment - player may return at the next stoppage once they have corrected the issue and reported to the referee/AR. (Note – There is no

**misconduct (caution) for improper equipment. If game is stopped for player to leave field, restart is a drop ball unless the goalkeeper has possession of the ball.)**

- **Jewelry** - NO jewelry! Medical tags and medical bracelets are okay. Note - they must be taped to the skin **Jewelry is ILLEGAL equipment!**
- **Cast/Braaces** - PLAYERS MAY PLAY WITH CASTS/BRACES IF THEY ARE PADDED AND WILL NOT CAUSE INJURY TO PLAYERS DURING THE GAME. **CSOA Guideline: Medical permission is NO LONGER required for properly padded casts or braces.**
- **Manufactured Leg Braces** – Commercially manufactured leg braces are authorized.
- **PROTECTIVE FACE MASK** – Players who have a facial injury can wear a protective mask. Face mask must be molded to the face and a **Doctor's release must be shown authorizing the player to wear the protective mask, if not available player is ineligible for that contest.**
- **ORAL PROTECTORS** – Mouth/Teeth protectors are legal.
- **GLASSES/SPORTS GLASSES** - Glasses/sports glasses are legal along with commercially designed concussion protectors.
- **Ankle Braces** – Ankle braces can be worn outside the stocking(s). **(Note – ankle braces with exposed metal supports must be worn inside the stocking.)**
- **Concussion Bands and Soft Headbands** – Both are permitted and do NOT require doctor's permission slips. .
- **Other Head Coverings**
  - **Medical or cosmetic reasons** – In the event a participant is required by a licensed medical physician to cover his/her head with a covering or wrap, **the physician's statement is required** before the state association can approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way it is highly unlikely that it will come off during play. **Note – This does not apply to concussion protective headgear.**
  - **Religious reasons** – In the event there is documented evidence provided to the state association that a participant may not expose his/her uncovered head, the state association may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way it is highly unlikely to come off during play. **Note: Ask the coach if the religious covering has been approved by the school – no note required)**

## **Rule 5 Officials**

- **Communication** – Make sure that the team confirms assignments and arrival times prior to game.
- **Arrival Time** – NFHS/VHSL requires the referee team to be at the field and ready to start the pre-game activities a minimum of **15 minutes before kickoff. CSOA Guideline: 30 minutes before kickoff so that pregame conference and administrative duties can be accomplished, and there is sufficient time for player introductions, etc.**
- **Jurisdiction** – The jurisdiction of the officials shall begin on their arrival at the field of play and its' immediate surroundings, which shall be **no later than 15 minutes prior** to the start of the game and ends when the referee team leaves the field of play. **VHSL Policy – no handshakes – leave the pitch – any issues observed after the final whistle put in game report.**
- **Meet with Game Administrator** - See NFHS POE on page 2
- **Referee Uniform** - The **primary uniform is the USSF yellow shirt**, black shorts, with striped socks. Shoes should be all black. Everyone is required to wear the VHSL patch. Alternate uniform is the **GREEN** shirt. If all members of the crew do not have alternate jerseys at the game site, then only the referee will change. **(Note – number of stripes on the socks - all officials shall be the same.)**



- **Pregame**
  - Inspect field and have game administrator/coach(es) make corrections. **Note: Make the decision about the marking for the Team/Coaching area at this time in order to allow setup/cone marking to be completed prior to the game.**
  - Inspect balls and instruct ball handlers (Varsity only)
  - **Game Rosters** - Game rosters are still required to be submitted prior to kickoff. **Note: Names can be added to the game roster AFTER the game has started. Bench personnel (coaches, trainers, and managers, etc.) must be included on the roster. Goalkeepers may have two numbers, if they are also field players. CSOA Guideline: Rosters should be obtained prior to the game - However, we don't want to get in a confrontation with a coach prior to the game and get off on the wrong foot. Coaches may be having a difficult time preparing the rosters because of delays in the first game, late arrivals, etc. so be understanding. If you have a problem getting the team roster prior to the start of the game, note it on your game report.**
  - **Pregame Conference/Coin Toss** – **Head Coaches will** attend the Pregame Conference along with the team captains. Please take care of any administrative points to include sportsmanship and coaches management. **Conducting a meaningful and thorough pregame with the head coach, team captains and referee team crew provides an opportunity to review important rule changes, ensure the players are properly equipped, discourage rough play, and emphasize a zero tolerance for the use of offensive/abusive language or gestures towards and opponent or an official. Note: At this time you must get a positive indication from each coach that their players are properly and legally equipped.**
  - **Field Conditions** - The host institution (**AD/Game Administrator**) up until game time will determine if the field is playable. Once the game begins, the referee is the final arbiter to determine if the game may be safely continued based on field conditions. **CSOA Note – Please collaborate with coaches and AD prior to final decision.**
  
- **During the Match**
  - **Weather Conditions** - Our major concern will be during a thunder/lightning scenario. As soon as thunder and/or lightning are noticed the referee will suspend the game and begin the sequence to determine when play can be resumed. **CSOA Guideline: 30 minutes per the NFHS/VHSL STANDARD minimum time. After a suspension of play, coaches, referees, and game administrator should be consulted prior to resuming the match. Err on the side of safety. Remember – The referee still has the final say on field conditions after a rain/lightning delay.**
  - **RISK MINIMIZATION (HANDLING CONCUSSIONS)** - Concussions are of increasing concern and need to be dealt with immediately. If a player may be injured due to any type of blow to head, STOP THE GAME IMMEDIATELY, and get the trainer on the field. Only let the player back into the game if the player is cleared by the trainer. Make sure that **THE TRAINER IS THE PERSON WHO VERIFIES TO THE REFEREE TEAM ABOUT THE PLAYER'S ABILITY TO RETURN TO THE GAME. IF THE TRAINER SAYS THE PLAYER MAY HAVE SUFFERED A CONCUSSION THEN THEY CANNOT PLAY W/O DOCTOR'S PERMISSION.**
  
- **Post Game**
  - Leave the pitch immediately. (Note – VHSL does not want the referees to participate in the traditional post game handshake. Please respect VHSL policy – schools are aware of the policy) **Note: If a coach or game administrator asks for your names, please provide and then let me know in your game reports. Note: If the teams come over to you after the match to shake your hands, then please do so. If there is any unsporting behavior prior to the referee team departing the area, please note the incident in your game report, and the Commissioner will deal with the school and VHSL.**

- **Game Reports** – File your Arbiter report (score only) and your CSOA Game Report. Senior referee is responsible for filing the report.
- **REPORTING EJECTIONS** - Report all ejections **prior to 0600 the following day** via the ejection report link found on the website at [www.csoaref.org](http://www.csoaref.org). However, if there is something I need to know about right away (fight, coach ejection, etc.) **CALL ME!!!!!!** Phone number is 703-966-0457 (voice mail) and e-mail to [stenner@centurylink.net](mailto:stenner@centurylink.net).

## **Rule 6 Ball holders/Scorer/Timer**

- **Ball Handlers** – Minimum of two for varsity games. If none are available, have the home team provide two players they must be wearing pennies.
- **SCORER/TIMER** - If the scorer and timer are not on the field, please arrange some means to communicate with them on timing issues. You can verify scoring and cards at the breaks between periods. ***Note: The official scorer may ask you for your names for the official score book, please provide them.***

## **Rule 7 Duration of Game and length of Periods**

- **Timing** - All varsity games consist of two 40-minute halves. JV games are either 30 or 35 minutes depending on the County. **Fairfax County** JV games are 35-minute halves. **Prince William, Loudoun, Stafford, and Fauquier County** JV games are 30-minute halves. (The location of the game determines the length of the half.) **CSOA Guideline: It is important to keep the JV games moving so the varsity games can start on time. To meet this goal, we will NOT stop the clock in JV games after goals, cautions/ejection, penalty kicks, etc. Injuries are the only reason for a stoppage, and we should keep them to a minimum. Normally with only one and one-half hours from the start of the JV game to the start of the varsity game we need to keep things moving. If teams arrive late, work with the Game Administrator and coaches to adjust times to keep on original schedule (i.e. shortening JV halves, shortening halftime, shortening on field Varsity warm up, etc.)**
- **Official Time** – **Per VHSL guidelines official time will be kept on the field and the scoreboard clock will be turned off at the two-minute mark. (Note – there is NO EXTRA/ADD/INJURY time beyond the 40 minutes.)**
- **Tie Games** - **All VHSL varsity regular season games ending in a tie will be required to play two full five-minute overtime periods.** Time between regulation and the first overtime is 5 minutes and between overtime periods is two minutes.
- **Playoff Games** - All VHSL **playoff** games ending in a tie will use the two full five-minute overtime periods followed by two five-minute golden goal overtime periods followed by kicks from the mark.
- **Penalty Kick Tie-breaker**- VHSL rules state that, if a penalty kick tiebreaker is required to determine a winner, the coaches will designate five kickers to take the kicks. A coin flip will determine order of kicks. If still tied at the end of five then they must designate a second group of five kickers who will participate in the sudden death portion of the penalty kick tiebreaker portion **(NOTE: IN VHSL, THEY MAY CONTINUE TO USE THE SAME FIVE KICKERS OR ADD NEW ONES)**. If you go beyond 10 repeat the above procedure to continue the sudden death. **NOTE: 1 - ORDER OF KICKERS DOES NOT MATTER IF NO ONE KICKS TWICE IN THE SAME ROUND OF FIVE. NOTE 2: A COIN FLIP IS REQUIRED BETWEEN EACH ROUND OF KICKS.**
- **Mandatory Clock Stoppages**
  - Injury
  - Penalty Kick
  - Caution/disqualification
  - Soring of Goal

- Referee orders clock to be stopped.
- **Last five minutes of second period when substitute of team in lead has a substitute beckoned on the field by the referee.**

## **Rule 9 Ball in and out of Play**

- **Second Whistle** - A second whistle is required after a stoppage of play for a substitution, injury, caution, ejection, penalty kick, or when setting a wall or dealing with encroachment.
- **Drop Balls** – See changes to NFHS rules on drop ball on page 1 and 2
- **Temporary Suspension of Play** – See change to NFHS rule on page 2

## **Rule 10 Scoring**

- **If a dropped ball enters the goal without touching at least two players, play is restarted with a goal kick if it enters the opponent's goal or a corner kick if it enters the team's own goal.**

## **Rule 11 Offsides**

- **Determining offside**
  - Offside position is not offside
  - Position of players head, body or feet will be the determining factor
  - A player is not penalized for being offside if the ball is received directly from a goal kick, corner kick, or a throw-in.
  - Player is penalized for being offside, if at the time the ball touches or is played by a teammate, the player in the offside position becomes in active play by
    - Interfering with play or an opponent: or
    - Seeking to gain an advantage by being in that position.
  - A player in an offside position receiving the ball from an opponent who deliberately plays the ball (except from a deliberate save) is not considered to have gained an advantage.

## **Rule 12 Fouls and Misconduct**

- **Handling** – NFHS rules make provisions for players using their hands to protect their groin, chest, and face areas. This can be done either in a dead ball (wall) or during the run of play. **(Note – ball to hand not handling, hand to ball handling, extending hands deliberately beyond the body to impede the flight of the ball is handling.)**
- **Obstruction** - Obstruction is the deliberate act by a defensive player, not in possession of the ball and/or not attempting to play the ball, of running between the attacker and the ball or using his/her body as an obstacle to slow the attacker down or redirect the attacker away from the ball so that the defender's teammate can gain possession or, so the ball will go out of touch or across the goal line. **NOTE - IF CONTACT IS MADE BY THE DEFENDER IN AN ATTEMPT TO OBSTRUCT, IT THEN BECOMES HOLDING, WHICH IS A DIRECT KICK FOUL!**
- **TAUNTING** - Taunting is defined as a word or act designed to incite or degrade the opposing players, officials, coach, or fans. **CSOA Guideline - If you have a taunting incident for which you stop play, the penalty is EJECTION and an IFK from the point of the foul. If you are unsure, but know something of an unsporting nature took place, then please issue a caution (misconduct/yellow) and get on with the game.**



- **EXCESSIVE CELEBRATIONS - EXCESSIVE CELEBRATION IS A CAUTIONABLE (YELLOW CARD) OFFENSE. HOWEVER, IF THE EXCESSIVE CELEBRATION IS DIRECTED AT THE OTHER TEAM, IT THEN BECOMES TAUNTING (RED CARD).** **CSOA Guideline– Good preventive refereeing should prevent this from happening.**
- **Incidental Foul Language** - This is probably the toughest area to deal with from a standardization viewpoint because every referee has different tolerances. It happens at all levels because players get frustrated with themselves and the way the game is progressing, and they will sometimes spontaneously say things (profane and/or racial) in the heat of the moment. If this language is directed at someone/anyone, **it is to be considered deliberate**, and therefore, becomes **abusive, offensive, and/or insulting language that must be dealt with by ejecting the offending party**. In the case of incidental language, at the referee’s discretion, it can be treated as misconduct and cautioned especially if the language carries beyond the field of play. At a minimum, **you must** talk to the player and remind him/her of their sportsmanship responsibilities. **CSOA Guideline: Referees should make this a discussion point in the pregame conference with the coaches/team captains, more especially if this is a sore point/tolerance issue for you.**
- **Bench Coach Misconduct** – **Head coaches will be held accountable for the conduct of their bench area; however, cards will be issued to the identified individual(s) who commit the misconduct (i.e. head coach, Asst Coach, player, bench personnel). DO NOT EJECT ANY TRAINERS – GET THE GAME ADMINISTRATOR TO DEAL WITH THE TRAINER IF THERE IS AN ISSUE.** **CSOA Note: Game Administrators deal with fan conduct (both home and away) issues.**
- **Second Caution - RED CARD Team plays down and card reported as a RED CARD**
- **Player Ejection** – Player(s) ejected from a game **must** remain in bench area.
- **Coach Ejection - Coaches must show cards prior to ejection. Two or three step process. Three – admonish/warn (yellow)/Sanction (yellow/Red); Two – warn (yellow)/sanction (yellow/red). EXCEPTION – Foul/Abusive Language or Referee Integrity.** Coaches ejected from game **must leave** bench area and have no further contact with the team.
- **LEAVING THE TEAM AREA DURING AN ALTERCATION** - Any player or bench personnel that leave the team area without permission and enter the field of play during an altercation **will automatically be ejected.** **CSOA Guideline – get the coaches to assist you in controlling their team and helping on the field.**
- **EXCESSIVE SUBSTITUTIONS** – **In addition to the new procedures during the last five minutes of regulation and the second non-sudden victory overtime.** When a team repeatedly substitutes to consume time, a referee **shall** stop the clock during each substitution and **shall** notify the coach of the offending team. A repetition may be considered unsporting conduct (yellow card to coach).

### Rule 13 Free Kick

- **Free Kick** - Freekicks, except for a penalty kick, may be taken in any direction to put the ball in play.
- **Free Kick Awarded at Spot of Infraction** - Rule 12-8-1, 12-8-2, and 12-8-3 all prescribe penalties resulting from misconduct (red or yellow card). **THE FREE KICK WILL NOW BE TAKEN FROM THE SPOT OF THE INFRACTION. OFF THE FIELD INCIDENTS THAT RESULT IN A FREE KICK BEING AWARDED WILL BE TAKEN FROM THE LOCATION OF THE BALL AT THE TIME THE WHISTLE WAS BLOWN TO STOP PLAY.**

### Rule 14 Penalty Kick

- **PENALTY KICKS** – Once the kicker has started his/her motion to the ball the kick must be taken – there is **NO** hesitation allowed but the kicker may use a stutter-step. Penalty – See chart on page 70

Rule 14. **NOTE: ALL PLAYERS MUST BE TEN YARDS FROM THE BALL AND BEHIND THE PENALTY MARK PRIOR TO THE TAKING OF THE KICK.**

## **Rule 15 Throw-In**

- **THROW-IN** - The ball must enter the field of play. PENALTY – **If the ball does not enter the field of play, the throw-in is awarded to the opponent.**

## **ASSIGNOR NOTES**

- **Assignments** - Assignments will be made via ARBITER based on the availability you put into the system under your account at ([www.arbitersports.com](http://www.arbitersports.com)). **ARBITER assumes you are available unless you specify otherwise.** Confirm your assignments promptly through ARBITER. ARBITER reports confirmations to the assignor and therefore there is no need for you to have to notify him separately. **Note – Please use a single email address in Arbiter so you can avoid receiving multiple assignments on the same day from different assigners. This will assist both you and the assigners.**
- **Emergencies** - If you cannot make a game please notify the assignor ASAP (PREFERABLY VIA PHONE) so she can find a replacement.
- **Switching Assignments** - Please do **NOT** switch assignments with another official without checking with the assignor first.
- **No Shows** - If there is a no show for a game please notify the assignor just as soon as you can. If it is a JV game, then we may be able to get a substitute for the varsity game.
- **Game Cancellations** – **ANTICIPATE** the weather and don't relax on fair weather days. Schools sometimes cancel games based on other priorities—buses, lights, in-school emergencies. **ALWAYS CHECK** your **e-mail** and **Arbiter** for cancellation information first. Call the schools second. Schools are moving to a web-based notification procedure for parents, officials and other interested persons. If you do not have access to the web and there is no hot line number call the AD's office up to 4pm.
- **CONTACT YOUR PARTNERS – THIS IS A MANDATORY REQUIREMENT.** **Head referee for JV games and the center referee for Varsity games please contact your partners at least 24 hours prior to the game. AR's if you don't hear from the senior referees PLEASE CONTACT THEM. There are no exceptions to this requirement.**
- **Web Based Information**– The default location for game day information is the announcement section in Arbiter. For non-time, sensitive information click on the CSOA logo at the top of each ARBITER page to go immediately to the CSOA website for any additional information needed.
- **Assignor Information** – **Dena Morrison will do the assigning** this year. Use e-mail as the primary means of contact so that essential information passed along can be documented. Use the phone numbers sparingly, especially the CSOA cell number. That number will function as the primary game-day management tool with the schools particularly and for officials with emergency situations only. Non-time-sensitive phone calls should go to the basic CSOA number. Miles will check voice mail frequently and may auto-forward calls to the CSOA cell phone or his personal cell phone from the basic number.

- o CSOA (Basic) - 703-346-6820 - Use for any additional information about assignments
- o CSOA Primary CELL – 703-357-7921 –
- o E-mail - [csoaassignor@gmail.com](mailto:csoaassignor@gmail.com)

**ARBITER GAME CLOSEOUT AND CSOA GAME REPORT/EJECTION REPORT**

**Note: It is mandatory that mandated game reports be sent for every game officiated. For the Arbiter report the referee filing the report need only report the scores and attest to the referee crews’ presence at the game. This record serves as the basis for CSOA’s invoice to the schools for the services rendered to collect the game fees. The CSOA Game report must be filled out and it will not only serve as the official record of the game, but also as the basis for CSOA’s payment to you of your game fees. Report all ejections (ejection report) and serious incidents (game report) to the commissioner within 12 hours. The CSOA game report is shown below for information purposes. The CSOA REFEREE GAME REPORT is for EVERY match (less scrimmages). The two reports must be accessed directly from the CSOA Website (<http://www.csoaref.org>) at the FORMS/GAME REPORTS PAGE.**

CSOA REFEREE GAME REPORT

Game Date: \_\_\_\_\_ Final Score (H)\_\_\_\_\_ (V)\_\_\_\_\_ MEN WOMEN (V) (JV)  
 SCHEDULED START TIME:\_\_\_\_\_ ACTUAL START TIME:\_\_\_\_\_

HOME:\_\_\_\_\_ VISITOR:\_\_\_\_\_

COACH:\_\_\_\_\_ COACH:\_\_\_\_\_

NAME	NO	TIME	CAUTION	NAME	NO	TIME	CAUTION
			12345				12345
			12345				12345

CODE FOR CAUTIONS: 1 - ENTERING OR LEAVING W/O REFEREE PERMISSION;  
 2 - PRESISTENT INFRINGEMENT; 3 - DISSENT; 4 - UNSPORTSMANSHIP CONDUCT;  
 5 - INCIDENTAL PROFANE LANGUAGE (ONE REASON FOR PLAYER)

CAUTIONS (H)\_\_\_\_(V)\_\_\_\_\_ EJECTIONS (H)\_\_\_\_(V)\_\_\_\_\_

SPORTSMANSHIP: HOME\_\_\_\_\_/40 VISITOR\_\_\_\_\_/40

REMARKS:

R R1 NAME\_\_\_\_\_PHONE\_\_\_\_\_

L1 R2 NAME\_\_\_\_\_PHONE\_\_\_\_\_

L2 NAME\_\_\_\_\_PHONE\_\_\_\_\_

**REMINDERS**

**Game reports must be prepared on each game (for those with e-mail game reports can be submitted easily within 12 hours). Senior referee for the match is responsible for filling out the report (first referee listed for JV and center referee for Varsity.**

- o **Red cards must be reported by 0600 the following morning via the web site ejection report format. If there is something additional that you think I need to know about, primary email me at [stenner@centurylink.net](mailto:stenner@centurylink.net) or secondary text my cell phone 703-966-0457 and I will get back to you.**
- o **Any incidents with supervisors (i.e. activities directors, coaches, trainers, spectators, etc. must also be reported immediately [stenner@centurylink.net](mailto:stenner@centurylink.net)).**
- o **Sportsmanship points: The maximum points for each team are 40 points. You must deduct 5 points for each yellow card. If you give a red card, the team gets 0/20 team points. If a coach gets ejected, then the maximum score is 0/40.**
- o **Please remember to include both the name, number, and reason on all cautions and ejections.**

- o **Please follow the guidelines in awarding points.**
- o **Please note any injuries that are of a serious nature should be noted in the remarks portion of the report**

## **Discipline/Grievances/Fines**

- **Referee Uniforms** - The **primary uniform is the USSF yellow shirt**, black shorts, with striped socks. Shoes should be all black. Everyone is required to wear the VHSL patch. Alternate uniform is the **GREEN** shirt. If all members of the crew do not have alternate jerseys at the game site, then only the referee will change.
- **Discipline** - Any formal complaints against a referee will be referred to the Disciplinary Committee for resolution. The Committee will make a recommendation to the Board of Directors on each case which will in turn make the final decision and notify the individuals concerned.
- **Grievances** - If for some reason, you have a grievance, your course of action is to deal through the Grievance Committee. The Chairman of the Grievance Committee is Diane Florkowski will assist you. Her cell phone number is (703) 927-9820 or email [diane.florkowski@gmail.com](mailto:diane.florkowski@gmail.com)
- **Fine** – Unfortunately, we have referees who are late or miss games. The VHSL requirement is that you arrive at the game site **15 minutes** prior to game time. **CSOA would like you there 30 minutes prior to game time.** The following is a listing of standard fines:
  - o LATE FOR GAME (30 MINUTES PRIOR TO KICKOFF OR LATER) - **Up to ½ game fee**
  - o MISSED GAME (LATER THAN HALF TIME) - **Forfeit game fee plus fine equal to the game fee**
  - o MISSED GAME PLAYOFF – **Forfeit game fee plus fine equal to two times game fee**
  - o UNIFORM VIOLATION - **\$10.00**

**Note – Referees will be recommended for fines based on input from the Assigner and Disciplinary Committee.**

- **Notification of fines** – The CSOA BOD will review Referees recommended for fines at the monthly meeting and those referees receiving fines will be notified by email of their fine. Fines will be deducted from your pay at the end of the season. If you feel that fine(s) is/are in error, then you can contact the Commissioner and/or the Grievance Committee Chairman.

## **VHSL Officials Code of Ethics**

- Officials at an interscholastic athletic event are participants in the educational development of high school students. As such, they must exercise a high level of self-discipline, independence, and responsibility. The purpose of this Code is to establish guidelines for ethical standards of conduct for all interscholastic officials.
- Officials shall master both the rules of the game and the mechanics necessary to enforce the rules and shall exercise authority in an impartial, firm, and controlled manner.
- Officials shall work with each other and their state association in a constructive and cooperative manner.
- Officials shall uphold the honor and dignity of the profession in all interaction with student-athletes, coaches, athletic directors, school administrators, colleagues, and the public.
- Officials shall prepare themselves both physically and mentally, shall dress neatly and appropriately, and shall comport themselves in a manner consistent with the high standards of the profession.
- Officials shall be punctual and professional in the fulfillment of all contractual obligations.

- Officials shall remain mindful that their conduct influences the respect that the student-athletes, coaches, and the public hold for the profession.
- Officials shall while enforcing the rules of play, remain aware of the inherent risk of injury that competition poses to student-athletes. Where appropriate, they shall inform event management of conditions or situations that appear unreasonably hazardous.
- Officials shall take reasonable steps to educate themselves in the recognition of emergency conditions that might arise during competition.