



# 2016 SJSOA Rules Meeting

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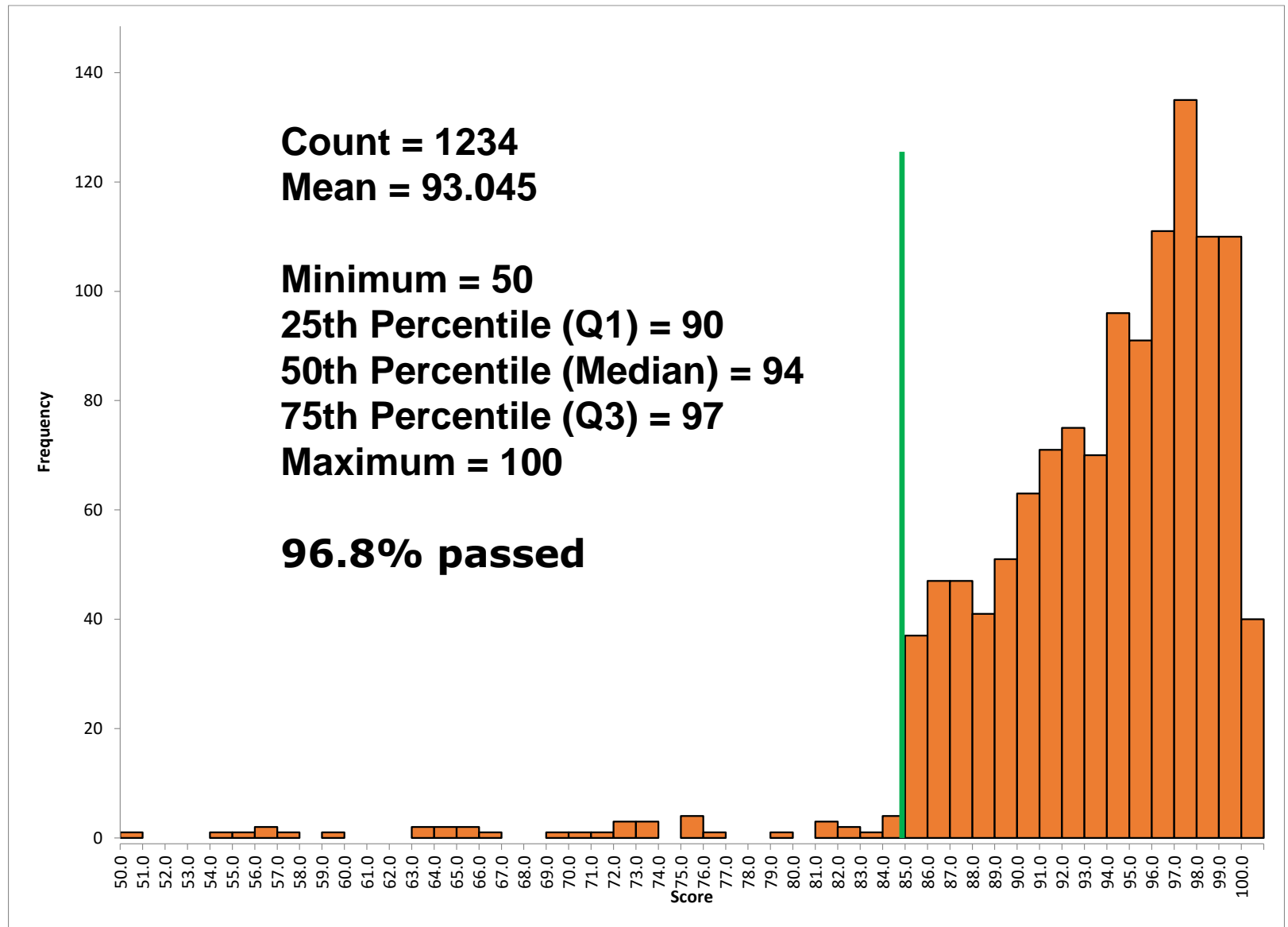
- 2016 Recert Test review
- Corrections to 2016-2017 Rules Book
- Offside Review
- Disappearing Spray
- RefTalk radios
- Odds & Ends
- Q&A



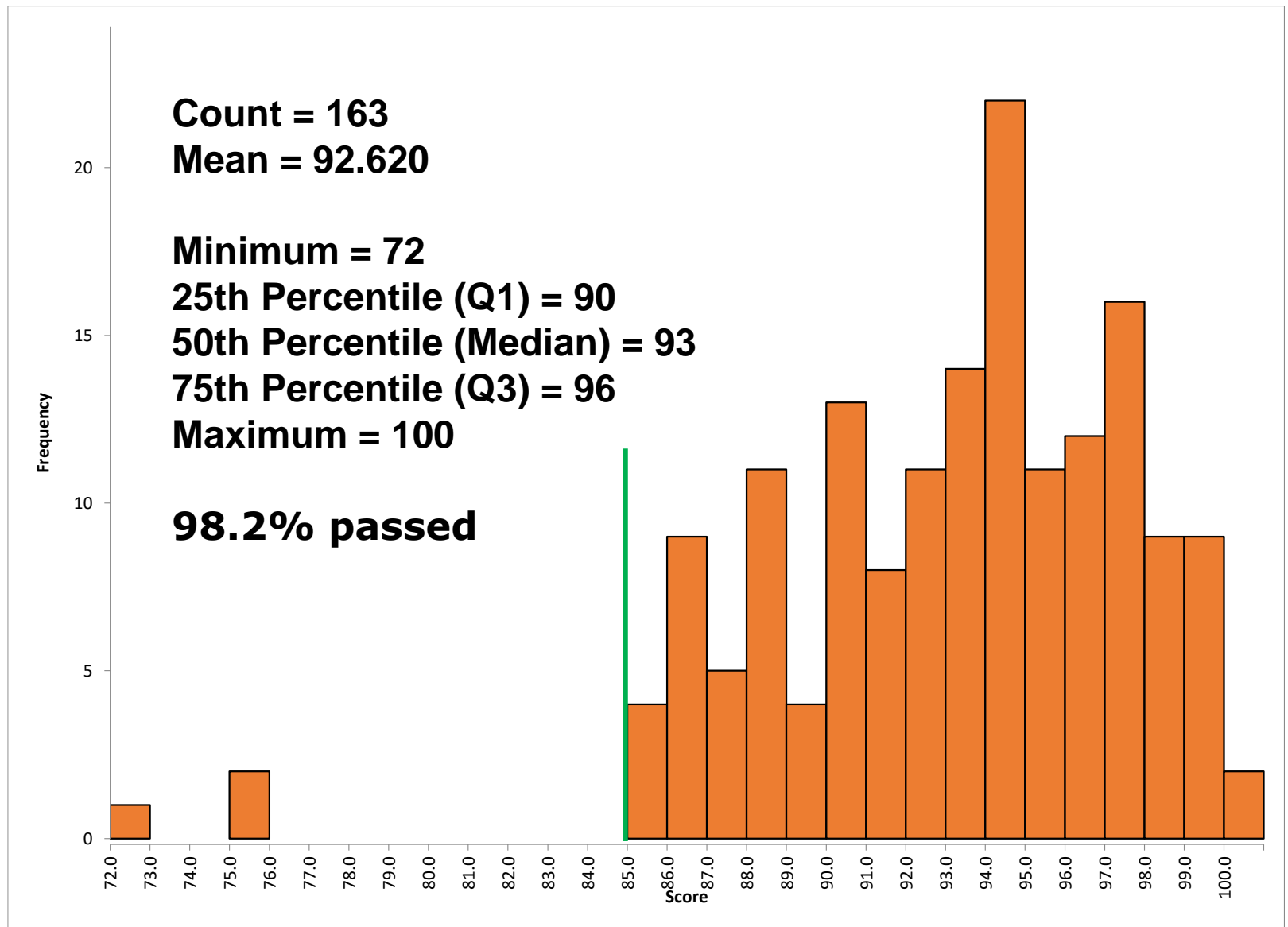


# 2016 Recertification Test Review

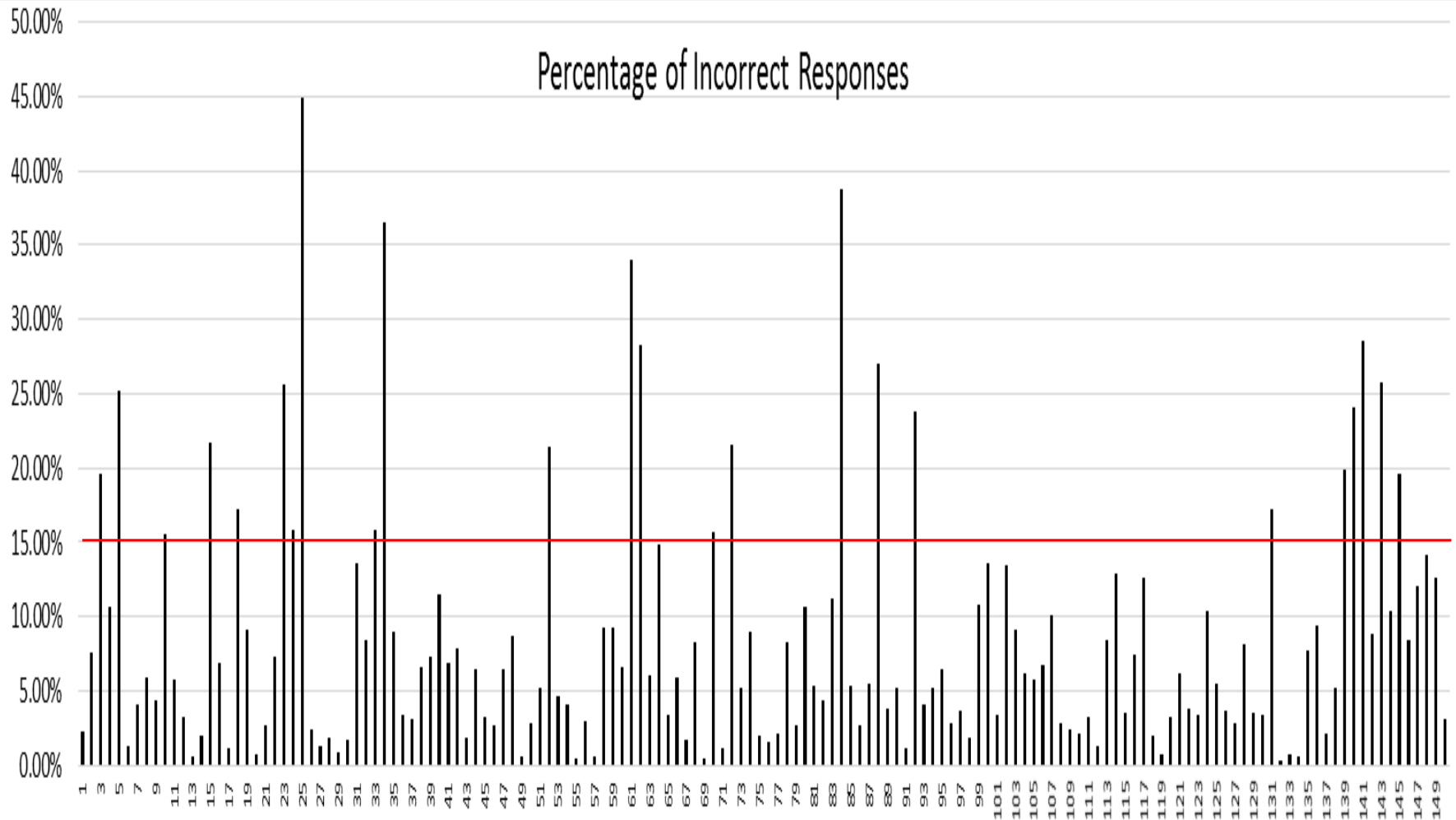
# Recert exam results for all of NJ



# Recert exam results - SJSOA



# Frequently missed questions



# Frequently missed questions

- On a direct free kick awarded inside Team A's penalty area, a player from Team A plays the ball back to a teammate, but it goes directly into his own goal. The correct restart is
  - a. Corner kick
  - b. Goal kick
  - c. Kickoff
  - d. Retake the Direct Free Kick
- D – Rule 13-3 Art. 2
- 47.5% answered incorrectly



# Frequently missed questions

- A9 scores a goal to make the score 1-0 with 1:30 left in the game. He runs towards the portion of the spectators dominated by the opposing team's supporters, where he faces the spectators and points repeatedly to the name of his school on his jersey.
  - a. A9 is guilty of an excessive act which focuses attention on himself. The referee should caution A9.
  - b. A9 is guilty of taunting. The referee should caution A9.
  - c. A9 is guilty of taunting. The referee should disqualify A9.
  - d. A9 is not guilty of an offense. Play should restart with a Team B kickoff.
- C – Rule 12-8-2b (verbatim from NFHS exam)
- 39% answered incorrectly





# Frequently missed questions

- The referee stops play believing player A7 to be injured, but then determines that A7 is guilty of faking an injury.
  - a. Caution A7 and restart with an indirect free kick for Team B from where the ball was when play was stopped.
  - b. Caution A7 and restart with an indirect free kick for Team B from the spot of the infraction.
  - c. Caution A7 and restart with a drop ball where the ball was when play was stopped.
  - d. Caution A7 and restart with a drop ball at the spot of the infraction.
- B – Rule 12-8-1f.8; 13-3
- 39% answered incorrectly (same question last year!)



# Frequently missed questions

- When play has been stopped for a goal (kick off), substitutions are permitted (with permission of the referee)
  - a. By both teams, directly from the bench
  - b. By both teams, but only if the substitutes have reported to the scorer prior to the stoppage
  - c. By both teams, but only if the team performing the kick off is making a substitution AND the substitutes have reported to the scorer prior to the stoppage
  - d. Only by the team performing the kick off AND the substitutes have reported to the scorer prior to the stoppage
- A – Rule 3-3-2a
- 35% answered incorrectly



# Frequently missed questions

- Player A4 commits serious foul play by either intentionally handling the ball to prevent it from entering the goal or by committing a deliberate tactical foul in a non-flagrant manner against an opponent who is moving toward his/her offensive goal with an obvious opportunity to score and the goal is not scored.
  - a. A4 is disqualified, a red card displayed. A4 may not be replaced.
  - b. A4 is disqualified, both the yellow and red cards are displayed in the same hand. A4 may not be replaced.
  - c. A4 is disqualified, the referee shall display the red card in one hand and the yellow card in the other. A4 may not be replaced.
  - d. A4 is disqualified, the referee shall display the red card in one hand and the yellow card in the other. A4 may be replaced.
- C – NJ Mods
- 30% answered incorrectly



# Frequently missed questions

- When play has been stopped for injury, substitutions are permitted (with permission of the referee)
  - a. By both teams, directly from the bench
  - b. By both teams, but only if the substitutes have reported to the scorer prior to the stoppage
  - c. By both teams, but only if the team of the injured player is making a substitution AND the substitutes have reported to the scorer prior to the stoppage
  - d. Only by the team of the injured player AND the substitutes have reported to the scorer prior to the stoppage
- A – Rule 3-3-2b
- 29% answered incorrectly



# Frequently missed questions

- If during a penalty kick the kick goes directly over the goal line and there is a violation by the attacking team, the restart is:
  - a. Goal kick.
  - b. Retake.
  - c. Corner Kick.
  - d. Indirect free kick.
- A – Penalty Kick Situations (verbatim from NFHS Exam)
- 27% answered incorrectly



# Frequently missed questions

- The game must have a winner and progresses to Kicks from the Penalty Mark to determine a winner. The score remains tied after each team has taken 5 kicks. Which is true?
  - a. The players selected for the second set of 5 kicks may include any player(s) from the first set of 5 kicks
  - b. The entire second set of 5 kicks must be completed
  - c. Beginning with the 6<sup>th</sup> kick, the same player may take all remaining kicks for his or her team
  - d. The players selected for the second set of 5 kicks may not include any player(s) from the first set of 5 kicks
- A – NJ Mods
- 27% answered incorrectly



# Frequently missed questions

- Player B8 commits serious foul play by either intentionally handling the ball to prevent it from entering the goal or by committing a deliberate tactical foul in a non-flagrant manner against an opponent who is moving toward his/her offensive goal with an obvious opportunity to score and the goal is not scored.
  - a. No report to NJSIAA is required, and B8 is not required to be suspended for 2 games.
  - b. No report to NJSIAA is required, but B8 is required to be suspended for 2 games.
  - c. A report to NJSIAA is required, but B8 is not required to be suspended for 2 games.
  - d. A report to NJSIAA is required, and B8 is required to be suspended for 2 games.
- A – NJ Mods
- 26% answered incorrectly



# Frequently missed questions

- When a player is injured and removed from the field,
  - a. Both teams may substitute an unlimited number of players from the bench.
  - b. Both teams may substitute from the bench only for the injured player(s), all other substitutes must have previously checked in.
  - c. Only “one for one” substitution is permitted.
  - d. Substitution is permitted for the injured player(s) only, no other substitution is permitted at that time.
- A – Rule 3-3-2b
- 26% answered incorrectly





# Frequently missed questions

- Which of the following reasons for disqualification require a report to be filed with NJSIAA?
  - a. Receiving a second caution in a game
  - b. Using insulting, offensive or abusive language or gestures
  - c. Deliberately handling the ball to successfully deny and obvious goal scoring opportunity
  - d. All disqualifications require a report to be filed with NJSIAA
- B – NJ Mods
- 25% answered incorrectly



# Frequently missed questions

- At the taking of a corner kick, the defending players must be:
  - a. 10 yards from the ball.
  - b. 10 yards from the corner flag.
  - c. 10 yards from the quarter circle.
  - d. 10 yards from the ball unless they are marking an opponent who is not taking the kick.
- A – Rule 17-1-2
- 23% answered incorrectly



# Frequently missed questions

- During the game, the referee notices that B30 has tape on her ear lobes. Closer observation indicates that there are earrings underneath the tape. The referee should:
  - a. Stop the game, caution the Team B head coach and require B30 to leave the game.
  - b. Wait until the next stoppage; and since this is the first caution for illegal equipment, caution the Team B head coach and require B30 to leave the game.
  - c. Wait until the next stoppage, feel B30's ear lobes to check for earrings under the tape and, if so, caution the Team B head coach and require B30 to leave the game.
  - d. Since the referee did not notice the tape before the game, the referee should take no action.
- B – Rule 4-3 (verbatim from NFHS Exam)
- 23% answered incorrectly



# Frequently missed questions

- A soft headband falls from a player's forehead and now hangs loosely around her neck. This is an example of
  - a. Improper equipment
  - b. Illegal equipment
  - c. A cautionable offence
  - d. None of the above
- A – Rule 18-1-1s
- 21% answered incorrectly



# Frequently missed questions

- The proper restart after a call for Holding by an attacker inside the penalty area is
  - a. Indirect Free Kick
  - b. Direct Free Kick
  - c. Penalty Kick
  - d. Drop Ball
- B – Rule 12-3
- 21% answered incorrectly



# Frequently missed questions

- Player A11 has a broken cheek bone and is wearing a protective face mask made of hard material molded to the face. By NJSIAA Modification:
  - a. A medical release for the player signed by a physician (MD/DO) shall be available at the game site.
  - b. A note of approval from NJSIAA must be presented.
  - c. The mask must have been inspected by and bear the initials of the NJSIAA Rules Interpreter (Alan Brown) or his designee.
  - d. All of the above are required before the mask may be worn in the game.
- D – NJ Mods
- 20% answered incorrectly



# Frequently missed questions

- The game must have a winner and progresses to Kicks from the Penalty Mark to determine a winner. Which is true?
  - a. The first team to score wins
  - b. The kicker may play the ball a second time only if it rebounds from the opposing goalkeeper
  - c. No player may take a second kick until all players have taken a kick
  - d. The kicker may never touch or play the ball a second time
- D – Sample Tie-Breaking Procedures
- 20% answered incorrectly



# Frequently missed questions

- When a player is disqualified for receiving a second yellow card in a game:
  - a. No report to NJSIAA is required, and the player is not required to be suspended for 2 games.
  - b. No report to NJSIAA is required, but the player is required to be suspended for 2 games.
  - c. A report to NJSIAA is required, but the player is not required to be suspended for 2 games.
  - d. A report to NJSIAA is required, and the player is required to be suspended for 2 games.
- A – NJ Mods
- 20% answered incorrectly





# Frequently missed questions

- On a direct free kick awarded outside of Team A's penalty area, a player from Team A plays the ball back to a teammate, but it goes directly into his own goal. The correct restart is
  - a. Corner kick
  - b. Goal kick
  - c. Kickoff
  - d. Retake the Direct Free Kick
- A – Rule 13-2-4
- 19% answered incorrectly



# Frequently missed questions

- The goal keeper makes a save but remains motionless on the ground. The referee stops the clock to assess a possible injury to the goalkeeper. However, the referee determines the goalkeeper is not injured. No attendants, coach or trainer was beckoned onto the field. The referee will
  - a. Restart the clock and allow the goalkeeper to remain on the field and punt the ball
  - b. Restart the clock and allow the goalkeeper to remain on the field and restart with an indirect free kick
  - c. Whenever the referee stops the clock for possible injury, the player or goalkeeper must leave the field. The goalkeeper is removed and replaced.
  - d. None are true
- C – Ruling 3.3.3 Situation C
- 18% answered incorrectly



# Frequently missed questions

- In the absence of a Timer, the Head Referee is to verbally count down the final 10 seconds of each period of play.
  - a. True
  - b. False
- B – Ruling 5.3.2 Situation C
- 17% answered incorrectly



# Frequently missed questions

- Attacking Player B9 deliberately strikes the ball with her fist, sending it into Team A's goal. The referee shall disallow the goal and penalize B9 for:
  - a. Both Handling (direct free kick) and a Deliberate Tactical Foul (yellow card)
  - b. Handling (direct free kick) and give a verbal warning
  - c. Both Handling (direct free kick) and Simulating a Foul (yellow card)
  - d. Both Handling (direct free kick) and Serious Foul Play (red card)
- A – Rule 12-8-1-f7
- 16% answered incorrectly



# Frequently missed questions

- During inspection of the game balls supplied by the home team, the referees note that the balls do not have the NFHS Authenticating Mark.
  - a. This is not permitted and the game may not begin until the referees obtain balls from the home or visiting team that have the NFHS Authenticating Mark.
  - b. This is not permitted. If neither team has three similar quality game balls with the NFHS Authenticating Mark, the game may begin with balls chosen by the referee from those available.
  - c. This is not permitted. If no balls with the NFHS Authenticating Mark are available, the game may begin if the home team can provide balls with the NCAA or FIFA logo on them.
  - d. This is permitted.
- B – 2-2-5 and 2-1 (verbatim from NFHS Exam)
- 16% answered incorrectly



# Frequently missed questions

- Team B elects to play short after B6 is injured and removed from the field. When may B10 enter as a substitute for B6?
  - a. During run of play, as long as the referee waves him on.
  - b. At the next stoppage, regardless of reason.
  - c. At the next legal substitution opportunity for Team B.
  - d. Whenever the ball next crosses a boundary line (goal line or touch line).
- C – Ruling 3.3.3 Situation I
- 16% answered incorrectly



# Frequently missed questions

- A team starts a game with fewer than 11 players (but at least 7). Additional players may enter the game (provided their names have been added to the roster)
  - a. During run of play if waved on by the referee
  - b. At any dead ball
  - c. At the next legal substitution opportunity for their team
  - d. At the next legal substitution opportunity for either team
- B – Rule 3-3-8
- 16% answered incorrectly





# Corrections to 2016-2017 Rules Book



# Penalty Kick

- A “stutter step” IS permitted
  - Page 85, Soccer Rules Comparison Chart: Opposite Stutter Step remove “not permitted”; add Permitted, kicker cannot stop completely.



# Checking on player during clock stoppage

- If the clock is stopped for some other reason besides an injury, and then it is noticed a player may be injured, the player does NOT have to leave the field unless a trainer coach is beckoned
  - SITUATION 1: If a player was apparently injured when fouled and a caution or disqualification resulted, can the player be evaluated by the referee for a possible injury and remain in the game?
  - RULING: Stopping the clock for an injury is key. Here the clock was not stopped for an injury. If the clock is stopped for another reason other than an injury and then it is noticed there is a possible injury to a field player or goalkeeper, the field player or goalkeeper would not have to leave the game unless the coach and/or medical personnel were beckoned onto the field. (3-3-2b2)





# Offside Review

# Offside Review

- Offside position – no change
  - Attacking half
  - Ahead of ball
  - Ahead of second to last defender
- Timing – no change
  - When the ball is touched or played by a teammate



# Offside Review (cont.)

- Participation
  - Interferes with play – no change
  - Interferes with opponent – no change
  - Gains an advantage from the position
    - NEW - 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.



# Offside Review (cont.)

- Definition of Participation –change
  - Interferes with play
    - Playing or touching the ball passed or touched by a teammate.
  - Interferes with opponent
    - Preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent's line of vision or movement of challenging an opponent for the ball.
  - Gains an advantage from the position
    - A player who plays a ball that rebounds to himself/herself off a goal post or the crossbar after having been in an offside position, or a player who after being in an offside position plays a ball that rebounds to himself/herself off an opponent, who has not deliberately played the ball or made a deliberate save.





# Disappearing Spray

# Disappearing Spray

- Disappearing spray may now be used in high school soccer (Joe has bottles and holsters!)
- Spray may only be used if BOTH officials have it
- Mark the ball first, with a curve
- Mark the wall second, with a straight line
- Using the spray makes the kick ceremonial
  - Second whistle required!
- NOTE – when spray is NOT used, do NOT turn your back to the ball and pace the yards!







# RefTalk Radios

# RefTalk Radios

- SJSOA owns 8 radios
  - 4 are kept “north” and 4 are kept “south”
- Primary purpose is training
  - Allows a senior official to talk to / correct a newer official quickly and privately
- Will be used at the JV Tournament
- May be requested for use
  - Contact Marc Block or John Hartnett



# Benefits of RefTalk

- Training aid
  - Allows discreet communication between senior official / mentor and cadet
- Enhance decision making
  - Proactive game management tool
  - Develop a team approach to the game management
- Reduce errors in decision making
  - Confirm game data (cautions, disqualifications/send offs, substitutions)
  - Reduce contradictory signals between Referees or Referee and AR's



# Procedure guidelines

- RefTalk is not an alternative to our normal signals dictated in the NFHS Rules
- RefTalk does not change any of the approved procedures
- RefTalk does not replace any of the approved mechanics
- RefTalk must be included in the Pre Game



# Examples of RefTalk uses

- Disciplinary measures
  - Persistent
  - Dissent
  - Number 2, green 2<sup>nd</sup> foul
- Relay critical information to the Referee or your partner
  - Goal
  - Incidents behind the referees back
- Team or Player patterns noticed by the members of the Referee team
- Offside – deliberate play / line of sight issues



# Examples of RefTalk uses (cont.)

- Substitutions
- Clock inaccuracies
- Injury
- Disciplinary action needed in the bench area



# Helpful tips – Don't

- Use negative words like "no caution". Keep it positive...foul, yellow, red.
- Use during dynamic play. Try to keep it to when the ball is out of play or nothing is happening.
- All try to speak at once. If two people press the button, you won't hear anyone.



# Helpful tips - Do

- Use when immediate information needs to be communicated
  - Use no more than 2 or three words to get attention. Keep it factual.
    - Foul blue
    - Call it
    - Offside
    - Penalty
- Repeat what you say 2 or 3 times.
- Count to two after you press the button before speaking to ensure the line is open.





# Helpful tips – Do (cont.)

- Exceptions that are helpful
  - Next opportunity sub white
  - Talk to the player
  - Caution
  - Red card
  - Good non call or good call etc.
  - I gave verbal warning to player .. for late challenge
  - That is his/her third foul



# Wearing the system

1. Dress in your uniform with the exception of your uniform shirt.
  - The system is most comfortable to wear if you use an undershirt beneath your uniform shirt—if so, put the undershirt on first.
2. Connect the ear piece to the radio.
3. Turn on the radio (about a quarter turn)
4. Zip the radio into the pouch.
5. Wear the pouch band around your waist.
  - If your waist is too large for the band, remove the radio from the pouch and use the belt clip.



# Wearing the system (cont.)

6. Clip the Push-to-Talk button to either the pouch band or your shorts.
  - If you clip the PTT to your shorts it will affect how well you can tuck in your shorts.
  - Some prefer to clip the PTT to the front center, others prefer on the side.
7. Place the earpiece in and on your ear.
8. Adjust the earpiece clip lead to a location that will allow you to turn your head easily, and clip to your collar.
  - You may want to secure the microphone by using clear surgical tape.



# Wearing the system (cont.)

9. Testing with the other radios of your referee team, until all team members have confirmed operation and adjusted volume to a desired level.
10. Put on your uniform shirt while allowing the wiring harness to remain inside the shirt. Tuck in your uniform shirt and the entire radio system should be secure and inconspicuous.





# Odds & Ends

# Odds & Ends

- Rosters are required at ALL levels
- Behavior speech is read to ALL participants
- Quick visual safety check
  - While inspecting the field
  - While all players are together for “the speech”
  - Shinguards
    - 2” (3 fingers) above foot
    - Properly sized/marked
  - NO JEWELRY
  - No card if caught pregame = happier coach



# Odds & Ends (cont.)

- Call home AD day of game
- Advise your partner of potential issues in arriving
- Arrive early
  - 15 minutes required
  - 30 minutes suggested
- Finished early?
  - Watch your fellow officials!



# Odds & Ends (cont.)

- Thunder or Lightning
  - Hear it or See it, Stop the Game!
  - 30 minute minimum delay
    - Clock resets with each observed event
- Tips:
  - Know before you go – check the weather
  - Have a plan
    - Ask the home coach about closest shelter
    - Get coaches cell numbers so you can text







# Q&A