



# Changes, Odds, Ends & WTF????



# Changes

# Change to use of Stadium Clock

From NJSIAA:

- Effective with the 2017 season, there is a NJSIAA modification that stadium clocks be run to 0:00 when a clock operator is present. **The “official” time is kept by the referee or head referee on the field** and the clock can be adjusted as needed at a stoppage in play.
- Effective immediately, the schools have been asked to **turn off the horn**. The referee or head referee will signal the end of the half with a whistle as usual. This may or may not be when the stadium clock displays 0:00.



# Change to use of Stadium Clock

## Rationale:

- There have been numerous instances where the time on the stadium clock is not correct. This is especially problematic at the end of a half when the clock displays 0:00 and there is more time or the referee's time is 0:00 but the clock has additional time and the clock "horn" sounds indicating the incorrect stoppage of the game.



# Change to use of Stadium Clock

## Summary:

- The clock operator:
  - Must be dedicated to the task
  - May be a student or adult
- If there is no dedicated clock operator:
  - Time is kept on the field
  - Only the score may be displayed
  - Do NOT run the clock and stop at 2:00
- If the clock is used:
  - The clock may be corrected at a stoppage
  - Do NOT stop the clock at 2:00
  - Rule 5-3-2i
  - Horn (if functional) stops play at the end of each period





# Odds & Ends

# Soccer balls without NFHS mark

- Rule 2-2-5 says???
- Most important – are the balls safe to use?
- If the NFHS marking is missing
  - Check for safety
  - Check for correct pressure
  - Play the game



# Drop Ball

- The ball is in play when...  
Rule 9-2-2
- If the ball is played prior to being in play...  
Rule 9-2 Penalty...
- If a player plays the drop ball a second time prior to it being touched or played by another player...
  - Recert test question...





# Sportsmanship speech

- No change
- The entire Sportsmanship Speech **MUST** be read:
  - Verbatim
  - To ALL players and coaches
  - At ALL levels



# Referee uniform

- Cliff Keen uniform jersey required at all levels
- Sleeve length should match
- Socks may have either 2 stripes or 3 stripes
  - Crew must match
  - Communicate prior to the game



# Post-game handshake

- IS permitted
- Referees **WILL** remain to observe the handshake
  - Report any misconduct



# Handling by goalkeeper

- Goalkeeper “steps out” of penalty area while punting
- Rule 12-2 Exception
- Trifling vs Impacting



# Excessive celebration vs Taunting

- Excessive celebration
  - Rule 12-8-1-f-12
  - Penalty? Rule 12-8-1
- Taunting
  - Rule 12-8-2-b
  - Sportsmanship speech
  - Penalty? Rule 12-8-2
- Recert test questions...



# Offside mechanics

- Player in an offside position when ball is played
  - Rule 11-1-3
  - Mechanics?
- Rule 11-1-4
  - Mechanics?
- PENALTY?



# Referee signals

- Referee who makes the call MUST signal
  - Informs players/coaches what is going on
  - Enables partner to properly position
- When should the other referee mirror?



# Advantage

- Rule 18-1-1-a
- “Favorable opportunity”  
VS  
“Maintaining possession”
- Signal?
  - Rule 5-3-1-d





# Dealing with coaches

- Rule 12-8-1
  - a
  - b
  - c
  - d
  
- Rule 12-8-2
  - c
  - f
  - b



# Dealing with coaches

- Coaches are the role models
  - The players will feed off the coach's behavior
  - The spectators will too
- An uncontrolled coach is a lit fuse
- ZERO TOLERANCE
- Ask, Tell, Dismiss
- If you do not take any action, don't bother sending a note



# Support your partner

- Every angle is different
- In case of obvious error
  - Discuss
  - Stop clock if necessary
- In case of difference in opinion
  - Can you live with it?
- What goes around comes around
  - Do not disparage a fellow official
  - Private discussion away from coaches, players and parents





WTF???

# Overtime

- Varsity only
  - Except JV tournament
- NJ Mods, Rule 7, Section 3
- Recert test question...



# Sub-varsity matches

- Rosters?
- 35 minute halves
  - When does clock stop?

