

Rules Interpretation

Preparing for Tournament Play

SJSOA Chapter Meeting
20 October 2009
Prepared by:
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Tournament Rules

- Games start at 2 PM to ensure enough daylight to include OT and shots from the penalty mark – update your availability in Arbiter accordingly.
- Confirm the match with the HOME school and your partner; bring all uniforms; arrive 1 hour before game time.
- Field inspection – make sure you have the mandated 25' boundaries on the spectator side and end lines and goals are counterweighted.
- Obtain rosters from both Teams.
- Make sure stadium clocks have working horns.

Tournament Rules

- If OT is needed, play up to two 10-minutes GOLDEN GOAL overtime periods. Coin toss before the first OT period per Rule 5.2.2(d).
- 5 minute intermission between second half and the first OT period.
- 2 minute intermission between OT periods; teams change ends for second OT period.
- If the score is still tied at the end of second OT:
 - Head Referee shall choose the goal at which kicks from the penalty mark shall be taken.
 - Each Coach will select 5 players – on or off the field (except those who have been disqualified) to take kicks.

Tournament Rules

- If the score is still tied after the second OT:
 - A coin toss shall be used per Rule 5.2.2(d) – the Team winning the coin toss shall have choice of kicking first or second.
 - Teams alternate kickers; there is no follow-up on the kick.
 - The defending Team may change the Goalkeeper prior to each kick.
 - Following five kicks for each Team, the Team scoring the greatest number of kicks shall advance.
 - The kicks shall end at the point where the advancing Team has been determined.

Tournament Rules

- If the score is still tied after 5 kicks:
 - Each Coach will select any 5 players – whether or not they participated in the original 5 kicks – to take another set of 5 kicks in the same Team order in a sudden victory manner. If one Team scores and the other Team does not score, the match is ended with no more kicks being taken.
 - If the score remains tied after the second set of 5 kicks, repeat the above procedure.
 - This procedure is used up to and including the State semi-final matches. In the State Finals, if score is still tied at the end of 2 OT periods, Co-Champions will be declared.

Tournament Rules

NJ modification (2009) regarding Tournament matches that are suspended due to inclement weather:

- Tournament matches, suspended because of conditions which make it impossible to continue play, should be played to completion from the point of interruption. If the losing team, at the point of interruption, does not want to return to complete the game, the game will be considered to be complete.

Match Observations

Is this Goalkeeper uniform legal?



Match Observations

Watch for "high elbows" and other forms of striking.



Match Observations

Watch for holding and punish the first foul, not the retaliation (unless Misconduct).



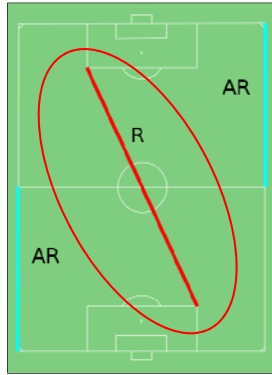
Match Observations

Watch for fouls on the Goalkeepers.



Diagonal System of Control

- Comprised of a Referee and two Assistant Referees (ARs).
- Referee is the Head Referee for the match.
- Referee runs the field in a diagonal manner.
- ARs patrol sidelines from goal line to the half-way line on each side (off the field).

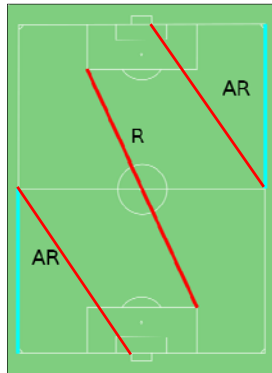


Diagonal System of Control

- A thorough Pre-Game Meeting is critical to the success of the officiating crew.
- Helps to ensure that all Officials will work together as a Team.
- Typical pre-game topics under DSC are to review AR duties to ASSIST the Referee:
 - Indicating Out of Touch and Re-Start Possession
 - Indicating Off-side infractions
 - Indicating Fouls or Misconduct that the Referee COULD NOT SEE (due to position – far side or screened) or DID NOT SEE (due to attention focused elsewhere)
 - Record match information as instructed – remember – 1 official watches players at all times.
 - Both ARs backup the Referee on match time.

Diagonal System of Control

- Area of Responsibility
 - Near goal post to the half line
 - Primary focus – offside and balls in/out of touch (sideline and goal line)
 - Secondary focus – fouls in your AOR (consistent with the Referee's match control)



AR Mechanics

- Always keep the flag on the field side in Referee's sight.
- On **Kick-off**, start in-line with the 2nd to the last defender (2nd LD).



AR Mechanics

- On **Throw-Ins** – if in your area of responsibility (AOR) show re-start direction; move to 2nd LD.
- If ball goes out of touch beyond your AOR, show restart direction using subtle signal (per pre-game discussion).



AR Mechanics

- On **Corner Kicks** – Signal ball out of touch, then point to corner flag (flag in right hand pointing at 45 degree down angle).
- On re-start, stand behind the corner flag, responsible for ball placement, encroachment, ball out of touch, and serve as goal judge.



AR Mechanics

- **Goal Kick** – point flag (in right hand) at the 6 yard line. On re-start stay with ball (if defender kicking) or 2nd LD (if GK kicking).



AR Mechanics

- **Offside Infractions** – stay with 2nd LD; make sure player in the offside position gets actively involved in play; stop; hold flag overhead until Referee stops play or waves you off.
- At whistle, point to location of offside infraction (near, middle, far).



AR Mechanics

- **Fouls in AR's AOR during play** – stop; raise flag; when Referee stops play, wiggle/wave flag; then point re-start direction.
- **If foul includes misconduct** - stop; raise flag; when Referee stops play, wiggle/wave flag; then point to chest pocket (**caution**) or rear pocket (**disqualification**) per your pre-game discussion.



AR Mechanics

- **Free Kick in your AOR** – Manage ball placement; move to 2nd LD.
- **Free Kick near goal** – stay with 2nd LD (unless Referee directs AR to be goal judge – part of pre-game discussion)



AR Mechanics

- **Shots on goal with ball out of touch** – move with the ball to the goal line; signal goal kick or corner kick as appropriate.
- **Ball in/out of touch** – Raise flag until Referee stops play; then point re-start direction.



AR Mechanics

- **Penal foul by defense in penalty area** – hold flag to signal foul is inside the penalty area as discussed in pre-game; then move to the goal line halfway between the 18 yard line and 6 yard line.
- On the PK, manage GK encroachment; serve as goal judge.



AR Mechanics

- **Goal is good** – turn and sprint 15 yards up the touch line; then move to 2nd LD for kick-off.



AR Mechanics

- **Substitutions** – AR1 holds the flag squared (between your hands) overhead (AR2 to mirror if needed); lower flag when acknowledged by Referee.
- AR1 to manage players off and substitutes onto the field.



AR Mechanics

- **Problems during play**
 - Raise flag; freeze in position; wait for Referee to consult with you.
- **Time check** – near the end (less than 5 minutes remaining) of each period using silent signal (determined in pre-game discussion).



AR Mechanics

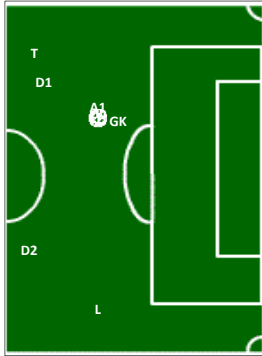
- Use side-to-side shuffle (whenever possible) to keep yourself square with the field.
- Keep flag on field side and visible to Referee at all times.
- Talk to players in your AOR as needed (preventative officiating).
- In an emergency, AR(s) may have to come onto the field to cover the Referee's back in managing the situation.
 - AR1 manages benches.
 - AR2 supports Referee on the field.

As an Officiating Team

- **DO NOT TOLERATE:**
 - Delay of game
 - Encroachment
 - Dissent
 - Interference with GK
 - Discussion of judgment calls
- Work together as a Team and enjoy the opportunity.

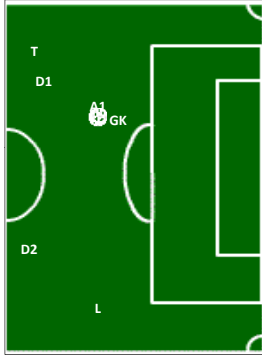
Game Situation 1

- Player A1 receives the ball while in an onside position, beats D1, and is going to goal.
- GK comes out of the penalty area to challenge; A1 chips the ball over GK; while outside the penalty area GK raises hands over his head in an attempt to deny the goal and deflects the ball.
- A1 collects the ball and shoots wide of the goal.



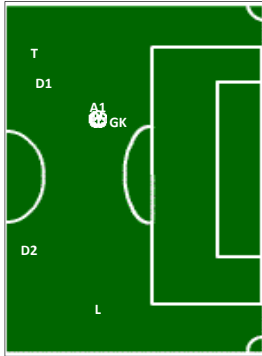
Game Situation 1

- As Referees, we have choices:
 - Fast whistle at handling
 - Slow whistle allowing advantage
- In either case, the Misconduct (handling to attempt to deny) must be punished.



Game Situation 1

- Should "advantage" be played in this situation?
- Is this DOGSO?
- What factors do we consider in DOGSO?
 - Distance to ball
 - Direction
 - Defenders
 - Distance to goal
- Does this qualify as DOGSO?



Game Situation 1

- What is the penalty for "handling to deny" Misconduct?
 - Disqualification of the GK.
- What cards do we show?
 - **Red** and **yellow** cards in separate hands.
 - Player disqualified; Team plays one person short (must have a GK); no additional suspension; no report to NJSIAA.



Game Situation 1

- What is the proper re-start?
 - If quick whistle – DFK at spot of handling.
 - If advantage is allowed and shot goes wide – Goal Kick.
 - If advantage is allowed and goal is scored – Kick Off.
- Punish the Misconduct!***



Next SJSOA Chapter Meeting

- Monday, November 10 – 6 PM at Camden County Vo-Tech – Season-end banquet and election of Officers for 2010.
