

Rockaway Valley Soccer League

Referee Handbook

Updated March 2010

Rockaway Valley Referee Handbook

All games shall be played in accordance with the FIFA Laws of the Game except where stated differently in this handbook

GENERAL

If there should be any questions or suggestions regarding the content of this document, they should be addressed through:

Rich Herbison 973-601-1895 or Rherbison@aol.com

Injury & Complaint Report must be either e-mailed or mailed to:

Rich Herbison

23 Oak Street

Mount Arlington NJ 07856

OVERVIEW OF REFEREE ACTIVITIES

- _ Complete requirements for USSF certification (physical fitness, re-certification class, written test as applicable)
- _ Register with the RVSL online
- _ Attend the preseason meetings (spring & fall)
- _ Provide your availability to your assignor (weekly)
- _ Receive game assignments from your assignor
- _ Confirm your game assignments
- _ Verify that you know how to get to the field
- _ Collect your fee prior to the start of the game
- _ Officiate the game
- _ Complete the RVSL Game Report online @ WWW.RVSL.Org
- _ Injury & Complaint Report must be completed.
- _ Keep up-to-date with USSF memorandums, changes to the Laws of the Game
- _ Maintain a level of fitness appropriate for your assignments
- _ Check the New Jersey State Referee Committee website (www.njrefs.com) for the availability of clinics/classes
- _ Attend intermediate and upgrade classes if interested in advancing

PRE-SEASON MEETING

Referee meetings are scheduled prior to the start of each spring and fall season. Attendance and participation completes the registration process to be assigned to league games. The meetings provide an opportunity to review the league policies and procedures as they relate to Referees, review recent memorandums effecting league play, address administrative questions, and points of emphasis for the upcoming season.

REFEREE FEES

The home team participating in the game will be responsible for the referee fee for the official(s) for each game for divisions AA A B. It is customary for the referee's fee to be collected prior to the start of the game.

For AA division a 2- referee system will be in play, each taking half of the field from mid-field to goal line.

GAME FEES if a referee officiates a game solo then the fee will be paid according to the fee chart below.

Referee fee chart.

Group 1 (ages 10-11 division B) **Fee \$ 45.00**

Group 2 (ages 12 – 13 division A) **Fee \$50.00**

Group 3 (ages 14-18 division AA) **Fee 2 man system \$ 100.00 total a 50-50 split**

Fee 1 man solo AA division \$ 75.00

A referee that has been assigned games will collect a \$ 25.00 fee if.
(A club cancels their game outside the 2 hour window time frame.)

Referee Fees Not Collected

If after the days' games you realize that you have not collected the fee(s) from a team(s), notify your referee assignor ASAP by either phone or e-mail.

The game(s) must be played the league will be responsible in collecting and paying your fee.

Divisions AA – A –B games must be officiated by a USSF grade 8 or higher certified referee.

USSF CODE OF ETHICS FOR REFEREES

The following is provided as a reminder for all referees.

- A. I will always maintain the utmost respect for the game of soccer.
- B. I will conduct myself honorably at all times and maintain the dignity of my position.
- C. I will always honor an assignment or any other contractual obligation.
- D. I will attend training meetings and clinics so as to know the Laws of the Game, their proper interpretation and their application.
- E. I will always strive to achieve maximum teamwork with my fellow officials.
- F. I will be loyal to my fellow officials and never knowingly promote criticism of them.
- G. I will be in good physical condition.
- H. I will control the players effectively by being courteous and considerate without sacrificing fairness.
- I. I will do my utmost to assist my fellow officials to better themselves and their work.
- J. I will not make statements about any games except to clarify an interpretation of the Laws of the Game.
- K. I will not discriminate against nor take undue advantage of any individual group on the basis of race, color, religion, sex or national origin.
- L. I consider it a privilege to be part of the United States Soccer Federation and my actions will reflect credit upon that organization and its affiliates.

Further information is contained in the USSF Referee Administrative Handbook, which can be found at the USSF website under *Referee Programs; Referee Development; Referee Administrative Handbook*.

LAWS OF THE GAME

All games shall be played in accordance with the FIFA Laws of the Game unless noted in this referee handbook.

GAME ASSIGNMENTS

If you do not receive notification of an assignment by 10:00 PM on Thursday night you should assume that you will not be getting games for that weekend. However, in an emergency situation a Referee Assignor may contact you after that, but the League is doing their utmost to keep this to a minimum so your weekend plans are not impacted. Games can only be assigned by a Referee Assignor, i.e, a club or any other person acting on behalf of a club or team(s) may not assign a game.

CONFIRMATION OF ASSIGNMENT

Once you have been assigned games by your Referee Assignor and accepted that assignment. Your game(s) will be posted on the RVSL website. You cannot and will not give your game(s) away to someone else for any reason you must notify your assignor ASAP to have someone else cover that game(s). The last thing you need to do is to verify that the directions on the RVSL website are correct.

Failure to follow this procedure may result in another referee being assigned to do the game(s). If this occurs, you will not be paid for the game(s) even if you show up. It is advisable to bring the appropriate contact numbers.

CONFLICT

No referee should be assigned to a game in which an immediate relative is participating. An immediate relative for this purpose is a son/daughter or brother/sister. If your Referee Assignor does not realize that this relationship exists then the referee being assigned to the game should notify your Referee Assignor of the conflict and refuse to do the game.

If for some reason no other referee is available, or the relationship is not discovered until game time, the relationship must be brought to the attention of both coaches who can then choose to accept the referee or follow the normal procedures used when a referee fails to show up for a game. In either case, the referee must contact and inform their Referee Assignor of the situation as soon as practical.

The spring season will start on the first Saturday after Easter Sunday and run for eight (8) consecutive weeks. The fall season will start in September on the first Saturday after Labor Day, and will run for ten (10) consecutive weeks. Unless otherwise stated by the league.

Teams

Teams will be given identifying names.

Colors of teams are as follows...

DOVER:(**DV**) ORANGE & BLACK
MINE HILL:(**MH**) DARK BLUE & WHITE
MOUNT ARLINGTON:(**MA**) BLUE & WHITE
ROCKAWAY BORO:(**RB**) RED & WHITE

ROCKAWAY TWP:(**RT**) WHITE & BLACK
JEFFERSON:(**JF**) GOLD & BLUE
ROXBURY:(**RX**) BLUE & GOLD
WHARTON: FORREST GREEN & WHITE

LONG VALLEY:(**LV**) Black & White

PARSIPPANY:(**PAR**) Blue & White

(See Law 4 Player's Equipment)

PREGAME

GENERAL

During the game the referee should maintain concentration on the duties of the referee and not become just another spectator.

Keep up with play Try to observe what all the players are doing, not just the ones near the ball. Don't overreact to comments from players or the sidelines; the quiet, unobtrusive comment to a player or coach is often far more effective than a confrontation.

Try not to be too quick with the whistle and make the whistle talk by varying its strength and length in proportion to the seriousness of the foul or misconduct.

Be firm and consistent with decisions; do not compensate for mistakes.

Don't get drawn into discussions of judgment calls during or after the game.

Be sure to take firm action when there is any suggestion of encroachment or time wasting during the taking of a free kick.

Good officials are expected to be firm but fair, authoritative but courteous, responsible yet cooperative.

Referees will gain the most respect if approachable, even when that approachability may be misused by some who choose to express dissent. Also, referees should be tolerant and supportive of fellow officials, even when disagreements about decisions arise.

The courtesy being extended to other participants in a game should not lead to excessive fraternizing with players, coaches, or other team officials. Such actions can be perceived as leading to or may lead to a compromise to the referee's principles.

How you as a referee present and handle yourself during pre game activities will have a direct impact on the respect and cooperation you will receive during the game from the coaches, players and fans!

Arrival and Appearance

Arrive at the field at least 30 minutes prior to start of game. Arrive properly dressed in a neat and clean uniform, which complies with the requirements as specified in the United States Soccer Federation *"Referee Administrative Handbook"* – Revised 2007.

Look the part at all times. For example, cards, pencils, etc. protruding from the referee's shirt pocket does not conform to the required standard of appearance. As a referee, you should not be wearing any items that the players are made to remove prior to the start of a game; refer to section 3.4 LAW 4 – The Players' Equipment.

(All shirts will be tucked in and socks pulled up)

Referee's Equipment

Standard items of equipment each referee should bring to the game should include: whistles, watches, red and yellow cards, assistant referee's flags, pens or pencils and paper and a flip coin. You should also have access to supplementary equipment such as ball pump and needle, pressure gauge, tape and twine, current FIFA Laws of the Game and the RVSL Instructions to Referees.

Pre - game Instructions to Teams

Your instructions to the players and coaches should be simple. Avoid statements that indicate that you have preconceived ideas about the character of teams or players. Also, avoid statements that commit you to a particular course of action during the game as players and coaches will invariably complain that you are not, for example, calling fouls as tightly as you promised you would.

INTRODUCTIONS TO THE COACHES

Introduce yourself to the coaches. Each coach, including assistant coaches, coaches should give you their RVSL Coach's Pass.

The referee should inform the coaches that no more than three (3) carded coaches in any combination be permitted on the sideline during the game.

It is appropriate that the referee fees also be collected prior to the start of the game.

Remember to spend an equal amount of time with the coaching staff of both teams!

Emergency Coaches

If a team does not have their coach(es) on the sideline with a valid pass, the game will not start. However, if there is another RVSL coach present with their pass the game should be played. The referee will note this in the Game Report. A coach from any division within the RVSL may be permitted.

If a coach is removed from a game that is in progress and unless there is another certified carded coach in attendance (that appears to be that team) to take over responsibility for the team, the game will be abandoned. The referee will note this in the Game Report and the RVSL will decide what action will be taken.

Check Passes

For all Divisions/age groups, check the passes of all players, coaches. In all cases the limit is no more than three (3) carded coaches per team on the sideline during the game. Only (3) carded coaches and carded players will be permitted to stay on the player's sideline. All others (coaches players spectators etc.) must be moved to the spectators sideline or the game will not be played or continue.

A referee may find a circumstance where a player's or coaches pass is lost or misplaced. Remember the rule of thumb NO PASS NO PLAY is the RVSL policy. All player and coaches passes will be a designed color all players and coaches must have the same color. If a player or coach has a different pass they will not be permitted to participate in the game. All teams must have a team roster (See roster)

Valid Player Pass

In order for a player pass to be valid, it:

- 1 - Must be laminated,
- 2 - Must have the player's name,
- 3 - Must have the players' birth date,
- 4 - Must have the town circled,
- 5 - Must have division group,
- 6 - Must have an identifiable picture,
- 7 - Must have the official stamp, and signature or initials,

Color of player cards and coaches passes are as follows

Group 1, B - Division (**PINK**)

Group 2, A – Division (**BLUE**)

Group 3, AA – Division (**YELLOW**)

Coaches (IVORY)

Valid Coaches Pass

In order for a coaches pass to be valid, it:

- 1 - Must be laminated,
- 2 - Must have the coaches name,
- 3 - Must have Rutgers certification date,
- 4 - Must have the town circled,
- 5 - Must have an identifiable picture,
- 6 - Must have the official stamp, and signature or initials,

A carded coach may coach any team within his/her own town.

Invalid Pass

A player without a valid pass must not be allowed to participate in the game. If a pass fails to satisfy the previously stated criteria, has been altered, or is incorrect in any material way, the referee must retain the pass and contact the referee assignor.

Team Roster

All coaches must present a team roster for their players along with their player and coaches cards. The team roster must indicate the player names and jersey numbers. The team roster (MUST) be laminated and have an official stamp and signature or initials.

Card Grace Period

There will be a player card grace period for each season listed below. All players must have their cards by:

(Spring) The (2) Second Saturday of the season.

(Fall) The (3) Third Saturday of the season.

Any games played after these deadlines will be subjected to the NO PASS NO PLAY RULE.

Red Carded Coach or Player

The referee shall not return any coaches or players cards that had been issued a red card. These passes will be turned over to the referee assignor for any suspensions or fines.

Player Eligibility

If a coach should decide to challenge the eligibility of any player, the challenge must be for a specific reason and must be made prior to the start of the game. Obviously, the exception would be the case of a late arriving player in which case the challenge must be made promptly. If the coach of the challenged player assures the referee that the player is in fact eligible, allow the player to participate. The coach of a challenged player may, of course, elect to keep the player out of the game. You must note all such challenges in detail in your Game Report and whether or not the player participated in the game.

Make – Up Games

All divisional teams may be permitted to play 2 games in a single day. 1) The 2nd game must be a make - up game and not a regularly scheduled game. 2) A time frame of 30 minutes must be given for games being played back to back.

TECHNICAL AREA

Teams and coaches must be located within the “Technical Area” (10 yards on either side of the halfway line and 3 feet back from the touchline, if practical). Teams must keep bags, chairs, umbrellas, tents, coolers, water bottles/jugs, portable/moveable benches as far back as practical from the touchline as not to present a safety factor.

WEATHER

It is up to the home club to make the decision as to playability of the field due to weather conditions until two (2) hours prior to the kickoff: thereafter it is the decision of the referee who should give some consideration to the views of the home club coach. If the home club fails to notify the referee assignor that it has canceled a game(s) due to field conditions, the referee(s) are entitled to the full fee for the game.

If you believe that either the field as a result of weather conditions or the weather conditions in general present a safety factor, do not start the game! All such problems should be recorded on the RVSL Game Report.

Lightning Policy

Play must be suspended immediately when lightning is seen and/or within thirty (30) seconds or less when the clap of thunder is heard. Thirty (30) minutes after this condition no longer exists, play may be resumed. The referee must advise all coaches to have all their players and spectators to leave the field for a safe location such as a car or other lightning protected enclosure until it is safe to return to the field.

For more detailed information, it is recommended that you log onto <http://www.ussoccer.com> Click on the “Laws

SEPARATION OF FANS AND TEAMS

The RVSL requires the separation of fans and teams. This is accomplished by placing BOTH teams and their coaches on one side of the field (see Technical Area) with each team being separated by the halfway line, and BOTH sets of fans on the other side. Also, make sure the fans are back far enough from the touchline as to not interfere or present themselves as a safety factor to the players. It is recommended that the distance be ten (10) yards from the touchline. However, this may not be practical in all instances. If you see a player looking over their shoulder on a throw-in to see where the fans are located or if you see the fans moving away from the “action,” this is an indicator that the fans are too close to the touchline. Stop the game and have the fans move back! Do not continue the game until you are satisfied.

Fans and coaches may not wander the entire length of the touchline following the game action. Likewise, fans may not coach their respective teams. Finally, no one must be allowed behind the goal or any other area of the goal line.

COIN TOSS

The coin toss should be conducted at midfield with the captains of both teams. The visiting team will make the call. The winner will have the choice of which goal they will attack in the first half. The referee should make a note of the results so that the second half is started properly.

MATCH PLAY

After all pre game activities are completed and you are satisfied with the venue, you may begin the game.

Grace Period

A grace period grants a delay of fifteen (15) minutes for the home team and thirty (30) minutes for the visiting team in case of late arriving players. Of course the game should start as soon as the minimum number of required players has arrived. Also if a team starts a game with the minimum numbers of players, the team can field no more than the maximum number players during the game. This means that the team plays without substitutions. The remaining players that arrive after the start of the 2nd half must be seated on the player's bench but will not be permitted to play. (See law 3 number of players)

If the delay of the start of your match has a major impact on the field schedule for the rest of the day it is permissible to play a shortened match with both coaches approval prior to kickoff. Estimate the remaining window of time to play and identify the time for two (2) equal halves to be played. This is especially important when your match is near sunset. Two (2) equal halves is preferred vs. one (1) full 1st half and an arbitrarily shortened 2nd half.

No Shows

If one team fails to show up for the game or does not have the minimum number of players within the allotted grace period, the referee will record it on your Game Referee Report online. Also, the referee is shall receive full fee(s) for the game(s).

Abandon Game

If you must abandon a game for any reason, this must be included in the Comments Section of the Game Referee Report online. The reason for abandoning a game could include no shows, weather or field conditions, insufficient light, red carded coach, fan related problems or incidents, verbal or physical abuse of a referee or assistant referee, or any other reasonable cause.

Fan and Coach Behavior

RVSL Rules provide that a coach is responsible for the behavior of their team's fans.

A. Should abusive or disruptive coaches or fans become an overly negative influence on the game, politely but firmly warn the coach that you will not tolerate such behavior.

B. If the objectionable behavior of the coaches or fans continues after the warning, issue a caution (yellow card) to the coach.

C. In the case of continued misbehavior of the fans, request the coach to have them move a satisfactory distance from the field so that they no longer constitute an adverse influence on the game.

D. If the behavior persists after the caution, a send off (red card) is appropriate in the case of a misbehaving coach. A game may not be played or allowed to proceed following an ejection of a coach, unless the team has presented another properly carded coach (one who appears on the roster of the team) to the referee.

E. Should an offending coach or fan not comply with your directions, advise the head coach that you will abandon the game unless your directions are promptly followed.

RVSL is very serious about removing negative people from their program and will support referees. But please use common sense! Some disagreement by fans and coaches with the calls of a referee are to be expected in any game and should not occasion the issuance of cards unless persistent or of a particularly objectionable nature. If this occurs, include this information on your game report.

F. This must be reported to the referee assignor ASAP. A report will be made by the assignor and will be sent to the league Chairperson for possible review from the DAC committee.

POST GAME

Move to a position to supervise the teams' exchange of handshakes. If you had a club linesmen, thank them for their help. Lastly, complete the Game Report.

RVSL Online Game Report

Log onto WWW.RVSL.ORG

- 1) Click onto Referee Game Report
- 2) Fill out all the information requested.
- 3) If any cards were issued for any reason please note it. The town, player, and player #
- 4) Please note if fields are in a dangerous condition
- 5) Please note if there has been a problem with a coach, player, or fan.

PROTESTING A GAME

If a team feels that there has been some action that affected the game results, they may protest this action to the League within 24 hours. Where the protest concerns a game that was played, as opposed to a forfeit, it is important this be noted on the Referee Game Report for the protest to be upheld. This matter must be addressed with the referee at the end of the game. Grounds for a protest are varied but do not include judgment decisions by a referee. However, misapplication of the Laws of the Game may be considered as grounds for a protest.

LAW 1 – THE FIELD OF PLAY

As a reminder: Inspection of the field should include examination of all markings and dimensions. See that the nets are in place and tied down and that the goals are properly anchored to the ground. Goals on artificial surface fields must be anchored with sand bags as to render the goals secure; no other goals may be anchored in this manner. If goals are not properly anchored to the ground, no game can take place on that field.

Corner flags should be checked for proper height and location. For corner flags used on artificial surface fields, verify that the flags are properly weighted and will not be blown over by the wind. If they are not sufficiently weighted, they can present a hazard to the players. If this condition is found, it must be included in your Game Report.

Make every attempt to allow the game to proceed, but do not tolerate major deficiencies such as broken or dangerous goals, no visible lines, and obvious dangerous objects. Be sure that the field is safe to your satisfaction. Allow fifteen (15) minutes to repair nets, goals or remedy other deficiencies found that may affect the game. If you believe that the field conditions are not safe, do not start the game! Report any major deficiency to your Referee Assignor and enter this information on the game report submitted online.

LAW 2 – THE BALL

The home club should provide at least two good game balls that are compliant with Law 2. Check for proper inflation and roundness, and be sure that there are no rough edges or loose panels. It is a good idea to have the additional game balls ready for use in the event the game ball in play is driven far out of bounds. Also, check the game balls to determine that they are the correct size for the age group as specified in the table below.

GAME BALL SIZE

Group 1, B- Division (10 - 11) Size 4

Group 2 & 3 - A & AA Division (12 – 18) Size 5

LAW 3 – NUMBER OF PLAYERS

A team may roster and dress a maximum of twenty (**20**) players in a full sided game.

With a maximum of eleven (**11**) and a minimum of seven (**7**) players to start a game.

Please note when playing less than 11 players there will be a maximum player advantage of two (2) players at the start of the game.

Maximum player advantage may be increased following ejection of a player.

* - One of the players **MUST** be a goalkeeper

Players who will be late **must** be identified to the referee. If they arrive before the start of the second half, they must present themselves to the referee, together with their player pass at a substitution opportunity during a stoppage of play. Players arriving after the start of the second half will not be allowed to participate in the match, unless the team is playing with fewer than eleven (11) in a full sided game. However, the only late players that will be allowed to play are the ones needed to reach the maximums. The remaining players, which arrive after the start of second half, must stay on the player's bench and will not be permitted to play.

Substitutions for Groups 1, 2 & 3 (18 - 10)

As a reminder: Substitutes will enter the field of play at the halfway line only after receiving permission from the referee and only after the players they are replacing have left the field. Coaches must have their substitutions well organized in advance at the halfway line and should make every effort to make the substitutions promptly. Do not allow coaches to engage in delaying tactics!

Substitutions are unlimited with a (4) player maximum at a time except as noted below, but may be made only with the referee's permission under the following circumstances:

A. By the team taking a throw-in, **or**,

B. By either team after a goal, **or**,

C. By either team at the end of a half, **or**,

D. By either team at a goal kick, **or**,

E. If play is stopped for an injury, a substitution may be made for the injured player(s); at this time the opposing team may also substitute an equal number of players. No coach is permitted to enter the field without the referee's permission (Note that if the coach is called on to the field for an injured player, the player must leave the field. The exception to this is a goalkeeper; they are not required to leave the field. Therefore, under this condition the opposing team may not make a substitution.), **or**,

F. In all Divisions, a substitution opportunity exists during the stoppage of play when a caution (yellow card) is issued to a player on the field; at this time the opposing team may also substitute on a one-for-one basis.

LAW 4 – THE PLAYERS' EQUIPMENT

Inspect players' equipment and uniforms. All players should be wearing identical uniforms with proper cleats and shinguards, shingaurds must cover 75% of the shin. Players may wear soccer cleats or turf shoes only there will be **NO EXCEPTIONS** in this matter. Shirts should be tucked in and socks pulled up over the shinguards. A player wearing a non identical uniform will not be permitted to play.

Home teams are responsible for changing jerseys or providing pinnies if, in the judgment of the referee, their uniforms are too similar to those of the visiting team. Goalkeepers must wear jerseys “*that distinguish him from the other players, the referee and the assistant referees.*” In particular, a referee must inspect for the following:

Guideline for shin guards of proper size – must be no more than 2” above the ankle and no more than 3” below the knee to be considered age appropriate.

A. Under no circumstances will a player be permitted to participate in a game if they are wearing a hard or soft cast or a brace of any type with exposed metal edges. There will be NO EXCEPTIONS of any kind! However, a brace will be permitted if it is properly padded as not to present a safety factor to other players. Also, if a player shows up injured, i.e., and you notice that they are wearing a cast, brace or other device and checks-in without the cast, brace or other device, do not allow the player to participate in the game.

B. Eyeglasses should be suitable for soccer and must be secured to the player's head with a band or something else so as to not present a safety factor to the player or other players on the field. Be sure to ask if they are made of a safety material.

C. Players may wear headgear made of soft and yielding material that is compliant with LAW 4. The referees' judgment will determine if the headgear presents a safety factor to the player or others on the field in determining if the headgear may be worn.

D. Earrings (even if taped), chains, rings, watches, bracelets of any type or anything else on the wrists, bobbypins, removable dental apparatus (retainers, etc), chewing gum, barrettes or other types of hair clips, bandanas/do-rags, caps/hats with hard brims⁴, braided hair containing beads, and similar items must not be allowed on the field.

E. Religious or medical medals may be worn but they must be taped to a player's body. If medical or religious bracelets are worn, they must be taped over as not to present a safety factor, i.e., only the minimum amount of the bracelet may be exposed.

F. In cold weather, players may wear warm garments under their uniforms from October 15th to May 1st players wearing under garments must have a similar color to their uniform. No hooded sweatshirts or hooded jackets will be permitted.

G. Players may wear gloves or kneepads with the permission of the referee.

H. Cut-off sweat pants and such worn beneath the shorts must not extend below a player's uniform shorts.

I. Clear plastic face masks designed to protect the area around the eyes and/or nose should not be allowed on the field of play as they present a safety factor to other players. (needs to be clarified with the board)

If you determine that a player's equipment is dangerous, or clothing or other equipment is inappropriate, do not allow the player to participate until the problem is corrected regardless

of whether or not the coach claims that other referees have permitted the clothing or equipment in previous games!

LAW 5 – THE REFEREE

If a referee requires the assistance of club linesman, the referee should have both coaches identify an adult(s) that will be serving as linesman. Meet the club linesmen, express appreciation for their service, emphasize the importance of their jobs and ask them to do their best to keep up with play. Explain out of bounds and tell them that their duty is only to signal that the ball has gone into touch (completely out), but not the direction of the throw-in. Tell them that you will call direction, offside and, of course, all fouls. Also, tell them not to be offended if you overrule any decision they may make. Lastly, be sure to remind them that they are only to act as linesmen and that they must not coach the players.

LAW 7 – MATCH DURATION

Under normal circumstances RVSL games will be played for the durations specified in the following table.

However, in the event of a late start or limited day light, it is preferred that referees reduce the periods to two (2) equal halves with the agreement of both coaches. Note that if a game must be shortened, it must be decided prior to its start and noted in your game report. If a game needs to be

shorten because of poor field or daylight conditions (10) Ten minutes must be played within the (2) second half to register the game as an official game.

DURATION OF GAMES

AGE GROUP TIME

Group 1- B - Division (10 - 11) Two thirty-five (35) minute halves

Group 2 & 3- A & AA Division (12-18) Two forty (40) minute halves

All RVSL games must at least have a five (5) minute halftime break

Allowance for Lost Time

Per Law 7, "allowance is made in either period for all time lost through substitutions; assessment of injury to players; removal of injured players from the field of play for treatment; wasting time; or, any other cause. The allowance for time lost is at the discretion of the referee." This means that the referee is required to add additional time. However, the referee may add one-second or one-minute or whatever time is deemed appropriate due to the particular circumstances.

In the case of RVSL games however, the referee should also consider the time of day, schedule of games that follow, weather and/or field conditions in determining how much, if any time is to be added.

Finally, if a referee will be adding time to either period, the referee should notify both coaches how much time is being added.

LAW 12 – FOULS AND MISCONDUCT

ATTACHMENT-C: (2006 7 + 7)

2007

7 + 7

Cautionable Sending-Off Offenses

PROFESSIONAL AND AMATEUR COMPETITIONS

UNITED STATES SOCCER FEDERATION

ROCKAWAY VALLEY SOCCER LEAGUE

7 CAUTIONABLE OFFENSES

A player is cautioned and shown the yellow card for committing any of the following seven offenses (actions of special concern to FIFA are displayed in bold print):

Slide Tackles

Slide tackles will be prohibited in all divisions a mandatory yellow card will be shown. Even if in the opinion of the referee it was fair play. If done from behind FIFA laws then apply.

1. is guilty of unsporting behavior (**UB**)

(The following actions are examples only and are not a complete list.)

a. Commits a direct free kick foul in a reckless manner (for example, charging, pushing, tripping)

b. Commits a direct free kick foul in a reckless manner while tackling for the ball from any direction (see slide tackles)

c. Commits a tactical foul designed to interfere with or impede an opposing team's attacking play (e.g., pushing an opponent, blatantly holding an opponent or an opponent's uniform, handling the ball deliberately)

d. Handles the ball deliberately to score a goal

e. Commits an act which, in the opinion of the referee, shows a lack of respect for the game (e.g., aggressive attitude, inflammatory behavior, or taunting)

f. Fakes an injury or exaggerates the seriousness of an injury

g. Fakes a foul (dives) or exaggerates the severity of a foul

h. Interferes with or prevents the goalkeeper from releasing the ball from the hands into play

i. Verbally distracts an opponent during play or at a restart

j. Unfairly distracts or impedes an opponent performing a throw-in

k. Changes jerseys with the goalkeeper during play or without the referee's permission (both players must be cautioned)

l. Engages in trickery to circumvent the goalkeeper's limitation on handling the ball played from a teammate's foot (the defender who initiates the "trickery" is cautioned, the decision does not require that the goalkeeper actually handles the ball, and the misconduct can occur during dynamic play or at a restart)

m. Makes unauthorized marks on the field.

n. Removes the jersey after scoring a goal

2. Shows dissent by word or action (DT)

a. Verbally or through action disputes or shows contempt for an official's decision

b. If playing as a goalkeeper, leaves the penalty area (not beckoned by the referee) to engage an official in debate regarding a decision

3. Persistently infringes the Laws of the Game (PI)

a. Repeatedly fouls or participates in a pattern of fouls directed at an opponent

b. Violates Law 14 again, having previously been warned

c. If playing as goalkeeper, wastes time, having previously been warned or penalized for this behavior

4. Delays the restart of play (DR)

a. Kicks or throws the ball away or holds the ball to prevent a free kick restart by an opponent

b. Kicks or throws the ball away or holds the ball to prevent a throw-in or corner kick by an opponent

c. Fails to restart play after being instructed to do so by the referee or hinders the restart of play

d. Excessively celebrates a goal

e. Fails to return to the field upon conclusion of the mid game break, fails to perform a kick-off when signaled to do so by the referee, or fails to be in a correct position for a kick-off

f. Provokes a confrontation by deliberately touching the ball after the referee has stopped play

5. Fails to respect the required distance when play is restarted with a corner kick, free kick or throw-in (FRD)

a. Does not retire at least ten yards away from an opponent's free kick

b. Does not retire at least ten yards away from an opponent's corner kick

c. Does not retire at least two yards away from an opponent's throw-in

6. Enters or re-enters the field of play without the referee's permission (E)

a. Having previously been substituted (unless the rules of competition allow such return)

b. After having previously been instructed to leave the field to correct equipment

c. After having previously been given permission by the referee to leave the field due to an injury

d. After having previously been instructed to leave the field due to bleeding or blood on the uniform

e. As a substitute, without having received a signal to do so by the referee

7. Deliberately leaves the field of play without the referee's permission (L)

a. To place an opponent in an apparent offside position

b. Other than through the normal course of play

A substitute or substituted player is cautioned and shown the yellow card if he commits any of the following three offenses:

1. Is guilty of unsporting behavior

2. Shows dissent by word or action

3. Delays the restart of play

7 SENDING-OFF OFFENSES

A player, substitute or substituted player is sent off and shown the red card for committing any of the following seven offenses:

1. Is guilty of serious foul play (SFP)

2. Is guilty of violent conduct (VC)

3. Spits at an opponent or any other person (S)

4. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his or her own penalty area) (**DGH**)
5. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick (**DGF**)
6. Uses offensive, insulting or abusive language and/or gestures (**AL**)
7. Receives a second caution in the same match (**2CT**)

A substitute or substituted player who commits any violent act should be sent off and shown the red card for Violent Conduct.

Referee Assault and Abuse

Dear Referee,

This is a broadcast mailing to all New Jersey Referees.

The following has been put together to help you understand the difference between a referee assault and abuse, and the proper procedure for reporting of the incident.

1. Referee assault is an intentional act of physical violence at or upon a referee.
 - a. Assault includes, but is not limited to the following acts committed upon a referee: hitting, kicking, punching, choking, spitting on, grabbing or bodily running into a referee; head butting; the act of kicking or throwing any object at a referee that could inflict injury; damaging the referee's uniform or personal property, i.e. car, equipment, etc.
2. Referee abuse is a verbal statement or physical act not resulting in bodily contact which implies or threatens physical harm to a referee or the referee's property or equipment.
 - a. Abuse includes, but not limited to the following acts committed upon a referee: using foul or abusive language toward a referee; spewing any beverage on a referee's personal property; spitting at (but not on) the referee; or verbally threatening a referee.
 - b. Verbal threats are remarks that carry the implied or direct threat of physical harm. Such remarks as "I'll get you after the game" or "You won't get out of here in one piece," shall be deemed referee abuse.

Assaults sometimes happen, even to experienced referees. To help keep the number of assaults from rising, referees working all competitions must follow a sensible and consistent course of action that will enable the State Association with jurisdiction over the game to punish offenders, and discourage potential offenders from acts of violence. A referee should respond to an assault in a manner that will permit administration and enforcement agencies to do their job.

If an assault occurs:

1. Never strike back if such action can possibly be avoided. Defend yourself as passively as possible.
2. Try to remain calm and avoid undue signs of stress. Maintain a standard of behavior befitting a professional referee.
3. Send the player off. Advise the captain of your decision, and be prepared to abandon the game if the player is not removed completely from the scene.
4. Get the details down on paper (when things are under control). Note the player's number and obtain the name from the team captain or coach if necessary.
5. Obtain witnesses. Consult your assistant referees, if any, or any unattached bystanders. Record names and telephone numbers for future reference.
6. Seek medical attention if you are injured.

Injury / Complaint Report

Name _____ Player # _____ Date _____

Town _____ Division _____ Location _____

Please check one below.

Field Conditions: Good _____ Fair _____ Poor _____

Weather: Sunny _____ Cloudy _____ Rain _____ Snow _____ Other _____

Please give a brief detail of the occurrence.

Referee's Name _____ Date _____

Mail to:

Rich Herbison

23 Oak Street

Mount Arlington NJ 07856