

**MORRIS COUNTY YOUTH SOCCER ASSOCIATION
INSTRUCTIONS TO REFEREES**



MORRIS COUNTY YOUTH SOCCER ASSOCIATION

INSTRUCTIONS TO REFEREES

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1 GENERAL

1.1 REFEREE INFORMATION

So that up-to-date records for each referee are maintained, please complete the Morris County Youth Soccer Association (MCYSA or League) referee registration form available on the MCYSA website if you haven't already done so. Any changes in your information need to be conveyed. If you haven't had any changes in your personal information, then you only need to identify your preference regarding your status for the Spring 2006 season. This will also assist in understanding how many referees are located in a given area as well as assigning referees at the proper level.

1.2 REFEREE FEES

The two teams participating in the game will split the referee fee(s) for the official(s) for each game for all age groups. It is customary for the referee's fee to be collected prior to the start of the game. Each team pays one-half the fee as provided below.

TABLE 1 - GAME FEES FOR REFEREES

AGE GROUP	FEES		
	1 Referee	DSC	2 Referees
Division 1 (U19)	\$60	\$120	\$90
Division 2 (U16, U15)	\$60	\$120	\$90
Division 3 (U14, U13)	\$46	\$92	\$69
Division 4 (U12, U11)	\$40	—	—
Division 5 (U10, U9)	\$36	—	—
Division 6 (U8)	\$36	—	—

1.2.1 Diagonal System of Control Fees

For a Diagonal System of Control (DSC), i.e., three-man-system, the fee structures for the referee-teams are shown in the table above. If only two referees show up for a game, the fee is one referee and one assistant referee, i.e., one and one-half times the referee fee.

1.2.2 Additional Fee for Site Games

Referees officiating Division 1 & 2 (U19-U15) games that are designated as Site Games by the Game Chairperson will receive an additional \$10 per game. This will be paid by the MCYSA at the conclusion of the current season. To be reimbursed this additional fee, the names of all assigned referees that worked the game must be included on the Game Report as provided for on the MCYSA website.

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1.2.3 Referee Fees Not Collected

If after the days' games you realize that you have not collected the fee(s) from a team(s), notify the Game Chairperson as soon as practical via email! The contact information is on the MCYSA website. Include the MCYSA game number(s) and which team(s) did not pay.

1.3 USSF CODE OF ETHICS FOR REFEREES

Just as a reminder for all MCYSA 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 team work 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.

1.4 REFEREE OMBUDSMAN

If you experience serious misconduct on the part of players, coaches or fans during the game, you are encouraged to contact the MCYSA Referee Ombudsman, Joe Marrapodi, at 973-334-9834 or Marrapodi@att.net with details as soon as possible. He will use his position to help bring serious situations to the attention of League authorities, and provide practical advice to the referee.

2 GAME ASSIGNMENTS

2.1 GENERAL

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 your 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.

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2.2 CONFIRMATION OF ASSIGNMENT

Once you have been assigned games by the Referee Assignor and accepted that assignment, you must contact the home team's Field Scheduler a minimum of 36 hours prior to the scheduled game. Referee assignments will also be posted on the MCYSA website.

You must advise him/her of your name and a phone number where you may be contacted and inform them of the games you will be officiating. You should also follow-up with an email as well, because messages may not be delivered or may get misplaced. Finally, verify that the directions on the MCYSA website are correct.

Failure to follow this procedure may result in another referee being assigned to do the game(s) by the home team. 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 for the Field Scheduler and Coaches with you in the event you need to speak with team officials.

2.3 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 the assignor does not realize that this relationship exists then the referee being assigned to the game should notify the 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 the assignor of the situation as soon as practical. In the event that the assigned referee does not officiate the game, the referee will be paid by the League for that game.

This would also apply in those situations were a referee is a coach/trainer of one of the participating teams.

3 LAWS

All games shall be played in accordance with the FIFA Laws of the Game except as modified herein.



3.1 NUMBER OF PLAYERS

A maximum of eighteen (18) players are allowed to dress and play in a full sided game. For small sided games, a maximum of fourteen (14) players are allowed to dress and play. This information is shown in the following table.

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TABLE 2 - NUMBER OF FIELD PLAYERS

AGE GROUPS	NUMBER OF FIELD PLAYERS	
	Minimum*	Maximum*
Divisions 1- 4 (U19-U13)	7	11
Divisions 5 & 6 (U10-U8)	6	8
* - One of the players MUST be a goalkeeper		

3.2 GAME DURATION

No allowance for extra time is to be made, i.e., running clock. This means that regular League games may end in a tie.

TABLE 3 - DURATION OF GAMES

AGE GROUP	TIME
Divisions 1 and 2 (U19, U16 – U15)	Two forty-five (45) minute halves
Division 3 (U14 – U13)	Two forty-minute (40) halves
Division 4 (U12 – U11)	Two thirty-five (35) minute halves
Division 5 (U10 – U9)	Two thirty (30) minute halves
Division 6 (U8)	Two twenty-five (25) minute halves
<u>All games must have a five (5) minute halftime break</u>	

3.3 SUBSTITUTIONS

Substitutions are unlimited, but may be made only with the referee’s permission under the following circumstances:

- A. By the team taking a throw-in,
- B. By either team after a goal,
- C. By either team at the end of a half, or,
- D. By either team at a goal kick.

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!

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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 if desired.

3.3.1 Yellow Card Substitution

Obviously, substitutions may not be made for players dismissed from the game for red card offenses.

3.3.1.1 Divisions 1, 2, 3

In Divisions 1, 2, 3 (U19-U13) only, a player receiving a yellow card must leave the field and a substitute may be made for at the option of the player's coach during the stoppage in play when the caution is given. Remember, if the coach elects not to substitute for the cautioned player the team then playing a man down. The team may then substitute at the next stoppage of play with the referee's permission.

3.3.1.2 Divisions 4, 5, 6

In Divisions 4, 5, 6 (U12-U8), at the election of the coach and with the referee's permission, a substitution may be made for a player receiving a caution (yellow card) even if the stoppage in play would not otherwise permit a substitution, i.e., the award of a direct or indirect free kick.

3.4 FIGHTING

In fighting situations where the instigator and retaliator have been clearly identified by the referee, the instigator will receive the greater penalty; it is very important that the referee note this information on the Game Report.

3.5 CORNER KICKS

For all divisions, corner kicks will be taken from the appropriate corner arc.

3.6 FAN AND COACH BEHAVIOR

MCYSA 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, an ejection (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.

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- 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.

MCYSA is quite 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.

4 PREGAME

4.1 CONDUCT

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 pregame activities will have a direct impact on the respect and cooperation you will receive during the game from the coaches, players and fans!

4.2 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 2004. 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.

4.3 FIELD INSPECTION

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. 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. 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. If you believe that the field conditions are not safe, do not start the game! Report any major deficiency to your assignor and the MCYSA Games Chairperson and enter this information on the game report submitted to the League.

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4.4 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 MCYSA Instructions to Referees.



4.5 INSTRUCTIONS TO ASSISTANT REFEREES

All referees should study the “*Guide To Procedures For Referees, Assistant Referees and 4th Officials*” – Revised 2005 which is published by the United States Soccer Federation. To the extent possible, officials should wear identical uniforms. It is essential that all three referees should be at the game site at least thirty minutes before the start of the game. Pregame activities involve all three referees and provide an opportunity for them to show that even before the game begins they are working as a team.

While the officiating team is inspecting the field, the referee and assistant referees should discuss exactly how they are going to interact. In particular, there should be a complete understanding regarding the assistant referee's positions at the kick off, goal kick, corner kick, penalty kick, free kick near the goal, and substitutions. The referee should indicate the direction of the diagonal to be used and the functions of the assistant referees on set plays and at the scoring of a goal. The referee should emphasize their roles in dealing with offside infractions and how they should deal with fouls in their vicinity and away from the referee's field of vision (including fouls by defenders in their own penalty-areas).

If a Diagonal System of Control was assigned and only two referees show up, the responsibilities shall be one referee and one assistant referee with a club linesman being provided by the home team. The assigned assistant referee will remain on the same portion of the touchline and in the same end of the field for both halves of the game.

A two man system similar to high school officiating must not be used to officiate any MCYSA sanctioned games.

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4.6 PLAYERS' EQUIPMENT AND IDENTIFICATION

4.6.1 *Inspecting Uniforms and Equipment*

Inspect players' equipment and uniforms. All players should be wearing identical uniforms with proper cleats and shinguards that must be age appropriate.¹ Shirts should be tucked in and socks pulled up over the shinguards.

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 should be wearing distinctive jerseys. In particular, a referee must inspect for the following:

- A. Under no circumstances will a player be permitted to participate in a game if they are wearing a hard cast, even if padded, 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.
- B. Eyeglasses should be suitable for soccer and must be secured to the players head 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, bobbypins, removable dental apparatus (retainers, etc), chewing gum, barrettes or other types of hair clips, "do rags", caps/hats with hard brims², 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 shirts. Division 4 (U12-U11), Division 5 (U10-U9) and Division 6 (U8) players may wear sweat pants under their shorts. Matching colors are recommended.
- 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. Slide pants (Spandex) worn under players' uniform shorts may extend below the uniform shorts but must match the color of the player's uniform shorts.



¹ As a rule of thumb the following pertains to proper size – must be no more than 2” above the ankle and no more than 3” below the knee to be considered age appropriate.

² However, goalkeepers may wear “soft billed” caps with the permission of the referee.

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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!

4.6.2 Check Passes and Team Rosters

Check the passes of all players, coaches and Non-Volunteers against those listed on the team roster section of the Game Report. In all cases the limit is no more than three (3) carded coaches per team on the sideline during the game.

If a player is listed on the Game Report and is not participating in the game, cross out his/her name. This will help identify any player who is; a) injured and did not participate in the game, or, b) any player suspended and did not participate in the game.

A referee may find a circumstance where a player's pass is lost or misplaced. Know that the pink roster sheet cannot be used as a substitute because there is no picture for identity verification; No Pass, No Play is a policy of the MCYSA.

The only manner in which a player without a pass would be allowed to participate in the game is if the referee is advised by an officer of the MCYSA Board that the player had been suspended and is now eligible to play, but their player pass has not been returned from the League. Carefully note all this information on the Game Report so that the League may verify it.

Players arriving late must report to the referee, together with their player pass, before the start of the second half. Players arriving after the start of the second half will not be allowed to participate in the game, unless the team is playing with fewer than eleven (11) players in a full sided game or fewer than eight (8) players in a small sided game. In either case, players will be allowed to participate as soon as they arrive but only after being inspected.

Each coach should be given the duplicate Team Roster for the other team after the players and team rosters have been checked. The duplicate roster is on section C of the Game Report Card.

In accordance with MCYSA Rules, retain all passes during the game regardless of the age group.

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4.6.2.1 Valid Player Pass

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

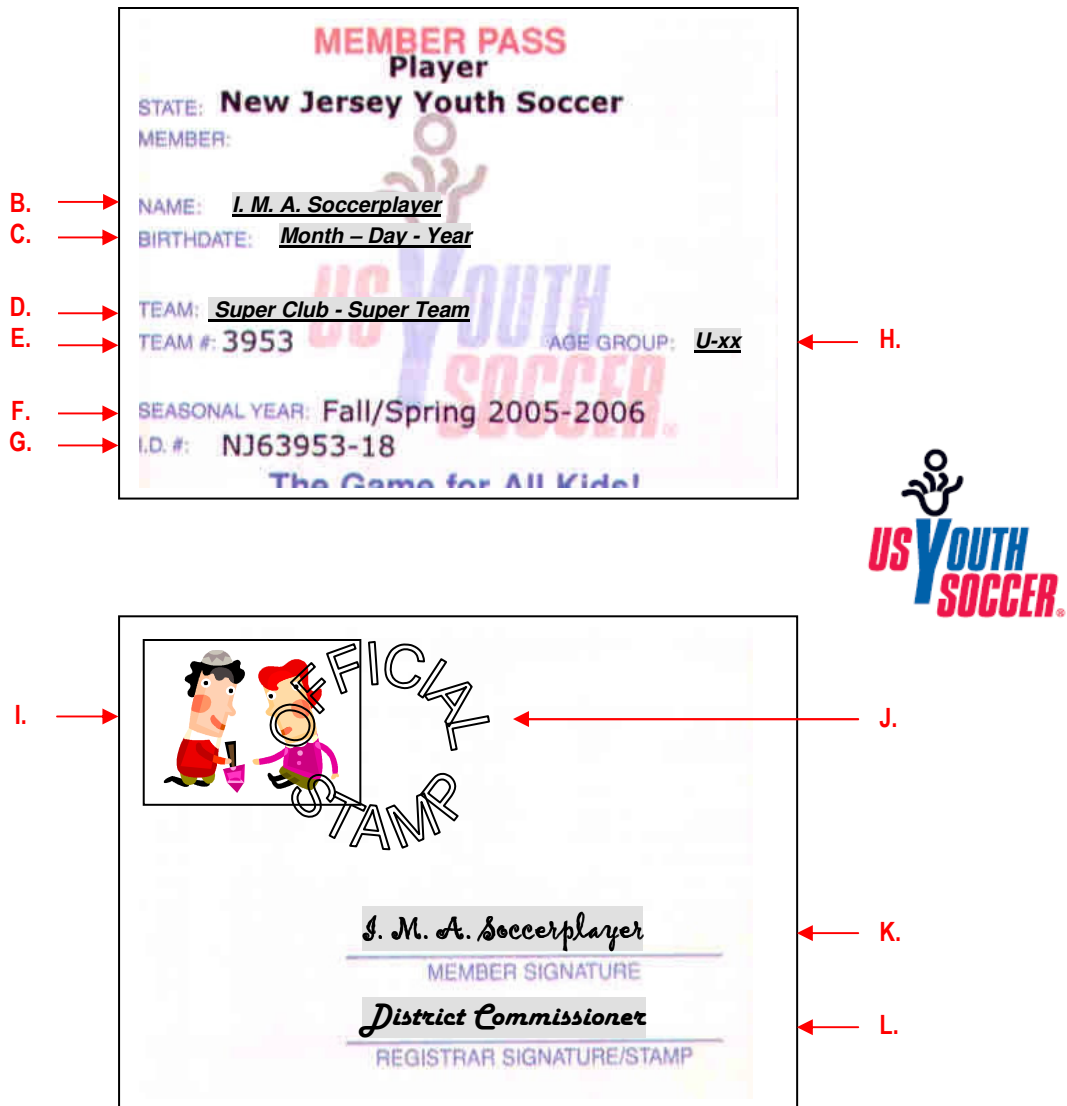
- A. Must be laminated,
- B. Must show the player's name,
- C. Must have the players' birth date,
- D. Must have the team name,
- E. Must have team number,
- F. Must have the current seasonal year,
- G. Must have ID Number,
- H. Must have age group,
- I. Must have an identifiable picture,
- J. Must have the official stamp, and,
- K. Must have the players' signature,
- L. Must have District Commissioner's signature.



A completed front and back of a sample player pass is shown in the following illustration.

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ILLUSTRATION 1 - SAMPLE PLAYER PASS



There will also be a date on the back of the card indicating the date that the card was stamped.

Remember for letter **A.** the pass must be laminated starting with the first game of the season. If it is not, it must be retained and mailed with the Discipline Report after the game.

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4.6.2.2 *Invalid Pass*

A player without a valid pass should 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 mail it in with the Disciplinary section of the Game Report. Be sure to discuss the discrepancies with the both coaches.

4.6.2.3 *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 the Disciplinary section of the Game Report and whether or not the player participated in the game.

4.7 GAME BALL

The home club should provide 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 second game ball 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.

TABLE 4 - GAME BALL SIZE

AGE GROUP	BALL SIZE
Divisions 1, 2 and 3 (U19-U13)	5
Divisions 4 and 5 (U12-U10)	4
Division 6 (U8)	3

4.8 PREGAME INSTRUCTIONS

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.

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4.9 INTRODUCTIONS TO THE COACHES

Introduce yourself to the coaches. Each coach, including assistant coaches, should give you their MCYSA Coach's Pass and the proper four-part MCYSA Game Report listing the player's name, pass number, and uniform number for each player. It must also list the names and pass numbers of the coaches as well as those of Non-Volunteers.

The referee should inform the coaches that no more than three carded coaches will 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.

If a team does not have a coach on the sideline with a valid pass (MCYSA or other league pass including non-volunteer coaches in case of an emergency, i.e., death in the coaches family, sickness, accident, etc;) the game will not start. The referee will note this in the Game Report and the MCYSA will make a ruling as to what action will be taken. Further, if a coach is removed from a game that is in progress and unless there is another licensed coach in attendance (one who appears on the roster of 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 MCYSA will decide what action will be taken.

4.10 TECHNICAL AREA

Teams and coaches must be located within the "Technical Area" (10 yards on either side of the halfway line and 10 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.

4.11 CLUB LINESMAN

As required, have the coaches identify the adults that will be serving as a linesman for each club. 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.

4.12 COIN TOSS

The coin toss should be conducted at midfield with the captains of both teams and the SAGE Representatives (parents) of their respective 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.



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If a team does not have a SAGE Representative participating in the coin toss, note this on the Referee Report section of the Game Report that you submit online but still play the game. Not having a SAGE representative does not constitute a forfeit. The League will determine what actions will be taken against the team for this infraction of the rules.

4.13 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(s) 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 MCYSA Game Report.

4.14 SEPARATION OF FANS

The MCYSA requires the separation of fans and teams. This is accomplished by placing BOTH teams and their coaches on one side of the field (see section 4.10 Technical Area), and BOTH sets of fans on the other side. The halfway line constitutes the boundary on each touchline between the respective teams. Each set of fans must stay on their half of the touchline.

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.

MORRIS COUNTY YOUTH SOCCER ASSOCIATION

INSTRUCTIONS TO REFEREES

5 MATCH PLAY

5.1 REFEREE'S DUTIES AND OBJECTIVES

- 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.



5.2 GRACE PERIOD

A grace period grants a delay of fifteen minutes for the home team and thirty 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 as referenced in Table 2 - Number of Field Players

In some cases where games are played at neutral sites, both teams will in fact be visiting teams. While the referee should attempt to accommodate lateness within the applicable grace period, in the case were a delayed starting time would create a conflict with a second game, the second game takes precedence. A game must begin once the minimum number of players required for a full sided or small sided game is available even though the grace period has not yet expired.

5.3 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 the Game Report. This must also be noted in the Comments section of the online referee Game Report. Also, do not collect the fee from the team at the field. MCYSA will pay the referee the entire fee for the game. The Game Chairperson must be notified of such occurrences as soon as practical.

MORRIS COUNTY YOUTH SOCCER ASSOCIATION

INSTRUCTIONS TO REFEREES

5.4 LIGHTING POLICY

Play must be suspended immediately when lightning is seen and within thirty (30) seconds the clap of thunder is heard. Thirty (30) minutes after this condition no longer exists, play may be resumed. All participants are 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. Referees, in the case of games, and coaches, in the case of practices, scrimmages and clinics will be responsible for making this determination.

Referees and/or coaches are advised to suspend play if nearby or approaching thunder is heard even though lightning is not observed. Obviously, this requires judgment on the part of both coaches and referees to determine if a storm is approaching. The ultimately responsibility lies with the referee. Therefore, it is strongly recommended to "error on the side of caution."

6 POST GAME

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

6.1 GAME REPORT

The Game Report contains four sections. The letters in the following list (A-D) correspond to the appropriately lettered sections of the Card.

- A. This section contains the Team Roster backed by a Referee Discipline Report;
 - Completed by the referee and mailed to the address provided on the card.
- B. This section contains the Score Card backed by a Referee Game Report;
 - Completed by the referee and the Score Card should be signed by both coaches. If this is reported online at the MCYSDA website, you do not have to mail this card. However, if you do not file this online, mail the completed card to the Games Chair.
- C. This section contains the duplicate Team Roster backed by the Coaches Evaluation of Referee. When completed it is given to the opposing coach for their records.
 - As the center referee, you are required to fill in your name along with your MCYSA identification number. If you are working with assigned assistant referees you must also provide their names; PRINT CLEARLY.
- D. This section contains reminders for the coaches and referees. Note each team is responsible for paying half of the total referee fee as listed in 1.2 Referee Fees, which is the amount shown on the card.

The front of the Game Report is shown in Illustration 2 - Game Report – Front. The back of the Game Report is shown in Illustration 3 - Game Report – Back. Both of these are on the following pages.

MORRIS COUNTY YOUTH SOCCER ASSOCIATION INSTRUCTIONS TO REFEREES

ILLUSTRATION 3 - GAME REPORT – BACK

B REFEREE GAME REPORT

Referee: I. M. Referee ID#: 0000

League Assigned Club Assigned No Referee/Coach

GAME SITE

Team/Club: _____

Field Name: _____

FIELD CONDITION

	EXCELLENT	AVERAGE	POOR
LINES			
FLAGS			
GOALS			
NETS			
GRASS			

GOALS ANCHORED? YES NO

Major Problems/Comments: _____

A REFEREE DISCIPLINE REPORT

Referee: I. M. Referee ID#: 0000

Game #: _____ Date: _____

Home Team: _____ Score: _____

Away Team: _____ Score: _____

Reason: _____ (who's roster is listed on reverse side of this card)

	EXCELLENT	AVERAGE	POOR
TEAM CONDUCT			
COACHES CONDUCT			
FANS CONDUCT			

YELLOW CARDS - Explain Infraction(s): _____

RED CARDS - Explain Infraction(s): _____

D NO PASS - NO PLAY - NO EXCEPTIONS

Fees listed below are the fees to be paid by EACH Team for each game

DIVISION	REFEREE FEES	GAME DURATION	BALL
Div I U17-U19:	\$30 Center	45 minute halves	5
Div II U15-U16:	plus \$15 AR1, \$15 AR2 if multi-ref system		
Div III U13/U14:	\$23 Center	40 minute halves	5
	plus \$12 AR1, \$12 AR2 if multi-ref system		
Div IV U11/U12:	\$20	35 minute halves	4
Div V U9/U10:	\$18	30 minute halves	4
Div VI U7/U8:	\$18	25 minute halves	3

All DIV. I + II games MUST be officiated by an licensed and assigned referee.
If no assigned referee is available for Div III, it MUST be officiated by a licensed referee.

NUMBER OF PLAYERS

Number of players needed on the field for an official game are as follows:

Div I, II, III + IV 11 player maximum, 7 player minimum

Div V + VI: 9 player maximum, 6 player minimum

NUMBER OF COACHES

A team shall be permitted to have no more than three (3) carded coaches on the side with players and coaches, one of whom may be a carded "Youth Trainer."

**** REMINDER ****

The results in Score Card section is the official result of this game. Your signature is your acceptance of the score as listed by the referee.

C MCYSA COACHES EVALUATION OF REFEREE

Referee: I. M. Referee ID #: 0000

Assistant Referee: Assistant One, Assistant Two

Game Date: _____ Game #: _____

Team: _____ Score: _____

Opponent: _____ Score: _____

	YES	NO
ARRIVED ON TIME		
INSPECTED FIELD		
INSPECTED PLAYER EQUIPMENT		
INSPECTED PLAYER FEES		
INSTRUCTED ASSISTANT REFEREE		

	EXCELLENT	AVG	BELOW AVG	POOR
ATTITUDE				
CONTROL OF GAME				
KNOWLEDGE OF LAW				
POSITIONING ON FIELD				

COMMENTS: _____

REFEREES MUST SUBMIT THIS SECTION ONLINE AT www.MCYSA.org
If you can not submit online - Mail this card to:
Joe Arzalone - 3 Towpath Court - Montville, NJ 07045

MUST MAIL THIS SECTION TO
MR. JOSEPH MARRAPODI
12 UNDERWOOD ROAD
MONTVILLE, N.J. 07045

ALL COACHES must submit Score and Referee Evaluation online at: <http://www.MCYSA.org> within 24 hours of game.

Completed by referee online or mailed to Games Chair

Completed by referee and mailed

This is completed by the coach

Provided by referee

MORRIS COUNTY YOUTH SOCCER ASSOCIATION

INSTRUCTIONS TO REFEREES

In the event a coach does not have a proper Game Report, the coach must provide the equivalent information on a sheet of paper.

The referee must submit their Game Report online whenever possible at www.MCYSA.org.

6.2 COMPLETING THE GAME REPORT

The Game Report should be neatly and fully completed, dated, printed and signed by the referee. Do this by completing the scoring on the Game Report and request each coach to verify the score and sign the Game Report. If a coach should for any reason refuse to sign the Score Card section of the Game Report, do not argue the point - simply note the refusal on the Game Report (which you will submit online). At this time you should also return the passes to their respective coaches, except for those of ejected players and coaches (red card or two yellow cards), or any irregular passes.

The Discipline Report section of the Game Report along with any retained passes must be mailed back to the MCYSA address indicated on the Game Report no later than 24 hours after the game ends. The MCYSA keeps detailed information on all disciplinary matters and specific information from referees is of value to MCYSA disciplinary officials.

Detailed information about the reasons for cautions and/or ejections should be included with the player's name and pass number with language or terms that are consistent with the United States Soccer Federation document "2005 7 + 7 Cautionable and Sending-Off Offenses" which is shown in its entirety in Attachment-A (2005 7 + 7). For example, a player that was cautioned for taking a dive would be coded as "UB 1.B" on the Discipline Report. If a player were to be cautioned for a foul or misconduct not covered in the examples, a code of "UB 1" should be used.

Comments on field conditions and behavior of players, coaches and fans should be as specific as possible.

Additional sheets of paper may be added to the Game Report if needed.

6.3 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. Where the protest concerns a game that was played, as opposed to a forfeit, it is important this be noted on the 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, a technical error by a referee is valid grounds for a protest.

MORRIS COUNTY YOUTH SOCCER ASSOCIATION

INSTRUCTIONS TO REFEREES

7 SMALL SIDED PLAYING RULES

As a general rule Division 5 (U10-U9) & Division 6 (U8) will play soccer in the MCYSA just like all other Divisions. They will abide by the FIFA Laws of the Game, follow the guidelines of the MCYSA League Handbook, and obey the Constitution and By-Laws of the MCYSA, NJSYSA and the USYSA. Further, (especially in Division 6) the Administrative Officials, Coaches, Referees, and Parents will encourage the players to abide by the Players Code of the USYSA, which is printed on each and every player's Membership.

However due to the age of the players, and NJSYSA rules, the MCYSA wishes that Division 6 (U8) be mainly developmental rather than competitive, certain changes to the Laws of the Game, Rules and Guidelines are necessary. These changes are detailed as follows:

7.1 REFEREE FEE

The referee fees are specified in 1.2 Referee Fees.

7.2 FIELD SIZE

The field measurements will be 70/60 yards long x 50/40 yards wide.

7.3 GOAL

Shall be 6/7 feet high x 18/21 feet wide

7.4 PENALTY AREA

Dimensions – 14 yards off the goal posts and 14 yards off the goal line.

7.5 GOAL AREA

Dimensions – same as regulation field (6 yards off the goal posts and goal line)

7.6 CENTER CIRCLE

Dimensions – 8 yards in radius

7.7 NUMBER OF PLAYERS

Refer to Table 2 - Number of Field Players on page 4.

7.8 DURATION OF GAME

Refer to Table 3 - Duration of Games on page 7.

MORRIS COUNTY YOUTH SOCCER ASSOCIATION

INSTRUCTIONS TO REFEREES

7.9 THE BALL

Refer to Table 4 - Game Ball Size on page 15.

7.10 PASS BACK TO GOALKEEPER

Due to the age and skill level of the players, the provision of LAW 12 pertaining to passing the ball back to the goalkeeper will not be enforced.

7.11 TIME WASTING BY GOALKEEPER

Due to the age and skill level of the players, the provision of LAW 12 pertaining to time wasting by the goalkeeper will not be enforced.

7.12 OFFSIDE

There is no offside in Division 6 (U8). However, coaches are to refrain from deliberately playing players in an offside position in order to attempt to gain an advantage. If, in the judgment of the referee, such an attempt takes place, the referee may call offside.

7.13 FREE KICK ENCROACHMENT

The encroachment distance will be 8 yards.

7.14 PENALTY KICK

Penalty Kicks will be taken 12 yards from the goal line.

7.15 GOAL KICKS

In Division 5 (U10-U9) goal kicks are to be taken as a regular free kick from within the Goal Area.

In Division 6 (U8), goal kicks may be taken by means of a free kick or a punt. If a punt is taken, it must be taken from within the Goal Area.

7.16 THROW-IN

When a player's throw-in is in violation of Law 15, the player will be told the correct procedure by the referee and allowed to take it over. Should the second attempt also be in violation then the ball will revert to the other team. This will be done for all flights in Division 5 (U10-U9) and Division 6 (U8), no matter what the coach's preference is.

7.17 CORNER KICK

Corner kicks will be taken from the appropriate corner arc. However, the encroachment distance will be 8 yards.

MORRIS COUNTY YOUTH SOCCER ASSOCIATION

INSTRUCTIONS TO REFEREES

7.18 SUBSTITUTIONS

For substitutions in Division 5 (U10-U9) see section 3.3 Substitutions.

In Division 6 (U8) substitutions will be unlimited by either team at any stoppage in which normal player substitution would be allowed, but only with the referee's permission.

7.19 CHECK PLAYERS AND ROSTERS

The rostering rules of the NJSYSA and the USYSA apply. The referee should inspect the players and check the players' passes and team rosters at the start of the game in accordance with section 4.6 Players' Equipment and Identification, and in accordance with MCYSA Rules hold all passes as specified in section 4.6.2 Check Passes and Team Rosters.

7.20 PROTESTING A GAME

There will be no game protests in Division 5 (U10-U9) and Division 6 (U8).

**MORRIS COUNTY YOUTH SOCCER ASSOCIATION
INSTRUCTIONS TO REFEREES**

ATTACHMENT-A (2005 7 + 7)



2005

7 + 7

Cautionable

Sending-Off

Offenses

Julie Ilacqua
Managing Director of Federation Services

Alfred Kleinaitis
Manager of Referee Development and Education

UNITED STATES SOCCER FEDERATION

MORRIS COUNTY YOUTH SOCCER ASSOCIATION

INSTRUCTIONS TO REFEREES

ATTACHMENT-A (CONTINUED)

7

CAUTIONABLE OFFENSES

A player is cautioned and shown the yellow card for committing any of the following seven offenses (mandatory cautions are shown in bold print):

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
 - 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

MORRIS COUNTY YOUTH SOCCER ASSOCIATION

INSTRUCTIONS TO REFEREES

ATTACHMENT-A (*CONTINUED*)

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 midgame 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
5. fails to respect the required distance when play is restarted with a corner kick or free kick (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
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

The actions listed above assist in defining the scope of the basis for a caution and can provide a useful guide in identifying the specific behavior which the Laws of the Game consider unacceptable. It is critical, however, for Referees to distinguish between those relatively few actions for which a caution is *mandated* by the Laws of the Game and the remaining actions for which a caution is *discretionary*.

MORRIS COUNTY YOUTH SOCCER ASSOCIATION INSTRUCTIONS TO REFEREES

ATTACHMENT-A (*CONTINUED*)

7

SENDING-OFF OFFENSES

A 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**)

MORRIS COUNTY YOUTH SOCCER ASSOCIATION

INSTRUCTIONS TO REFEREES

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