

MORRIS COUNTY YOUTH SOCCER ASSOCIATION
REFEREE HANDBOOK



SPRING 2007

MORRIS COUNTY YOUTH SOCCER ASSOCIATION REFEREE HANDBOOK

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1 DOCUMENT HISTORY

REVISION	DATE (yyyy/mm/dd)	REASON FOR CHANGE
3.4.20067	2006/08/30	Document Restructured
3.5.20067	2007/02/14	<ul style="list-style-type: none"> • Change in Referee Fees for Division 1, 2 and 3 • Clarification to LAW 12 for Divisions 5 & 6 covering pass back to goalkeeper and time wasting by goalkeeper
<u>3.6.20067</u>	<u>2007/03/12</u>	<ul style="list-style-type: none"> • <u>Corrected game fee for Divisions 1 and 2 from \$162 to \$132</u> • <u>Removed section entitled "Additional Fee for Site Games"</u> • <u>Clarify language regarding players arriving late in sections 4.3 PLAYER AND COACH IDENTIFICATION and Attachment-A, LAW 3 – NUMBER OF PLAYERS.</u>

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2 GENERAL

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

- League Senior Referee (LSR)
Kyle Haddock at 973-328-2420 or <mailto:gristmillenergy@msn.com>
- League Referee Assignor Administrator (LRAA)
Rich Ramik at 973-895-2992 or <mailto:rjrmcysa@verizon.net>

2.1 OVERVIEW OF REFEREE ACTIVITIES

- Complete requirements for USSF certification (physical fitness, recertification class, written test as applicable)
- Register with the MCYSA online
- Attend the preseason meetings (fall & spring)
- Provide your availability to your local assignor (weekly)
- Receive game assignments from your local assignor
- Confirm your game assignments with the appropriate Club Field Scheduler
- 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 MCYSA Game Report at the field for coaches signatures
- Complete a Referee Supplementary Report when necessary
- File your online game report at the MCYSA website
- Continuing personal development
 - Keep up-to-date with USSF memorandums, changes to the Laws of the Game, position papers on www.ussoccer.com
 - 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
 - Participate in your leagues mentoring program as a mentor or mentee

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2.2 GENDER ASSOCIATION

References to the male gender in this document in respect to referees, assistant referees, players and officials are for simplification and apply to both males and females.

2.3 REFEREE REGISTRATION

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 Fall 2007 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. New referees will be given their MCYSA Referee Identification Number by their League Senior Referee. The number is unique and belongs to the referee as long as they officiate MCYSA games. Also, it is required when completing a game report either online at the MCYSA website or when it is mailed.

2.4 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.

2.5 REFEREE MENTORING & DEVELOPMENT PROGRAM

This is under development and will be contained in Attachment-B.

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2.6 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 in the table that follows.

For a Diagonal System of Control (DSC), i.e., three-man-system, the fee structures for the referee-teams are shown in the table below. 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 total referee fee.

TABLE 1 - GAME FEES FOR REFEREES

	1 Referee	2 Referees			DSC		
		Total	CR	AR	Total	CR	Per AR
Division 1 (U19)	\$60	\$96 \$90	\$60	\$36 \$30	\$132 \$120	\$60	\$36 \$30
Division 2 (U16, U15)	\$60	\$96 \$90	\$60	\$36 \$30	\$132 \$120	\$60	\$36 \$30
Division 3 (U14, U13)	\$50 \$46	\$80 \$70	\$50 \$46	\$30 \$24	\$110 \$94	\$50 \$46	\$30 \$24
Division 4 (U12, U11)	\$40	—	—	—	—	—	—
Division 5 (U10, U9)	\$36	—	—	—	—	—	—
Division 6 (U8)	\$36	—	—	—	—	—	—

~~2.6.1 Additional Fee for Site Games~~

~~Referees officiating Division 1, 2 & 3 (U19-U13) games that are designated as Site Games[†] by the Games Chairperson will receive an additional \$10 per person, per game. To be reimbursed this additional fee, the names of all assigned referees that worked the games must be included on the Game Report as provided for on the MCYSA website. Contact your Referee Assignor at the end of the current season regarding payment, which will be paid by the MCYSA.~~

~~2.6.2.6.1 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. The Referee Supplementary Report must be completed and forwarded to the League Referee Assignor Administrator.

[†]~~To be considered a Site Game, there must be at least two games played at the same site and may be in any combination of Divisions 1, 2, or 3.~~

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2.7 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 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.



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*.

2.8 LAWS OF THE GAME

All games shall be played in accordance with the FIFA Laws of the Game except as modified or clarified in Attachment-A.



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3 GAME ASSIGNMENTS

3.1 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 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.

If you find that you are not being assigned games, contact your Referee Assignor. If this does not resolve the issue of no assignments, then contact the League Referee Assignor Administrator. If this still does not resolve the issue, then contact the League Senior Referee.

3.2 CONFIRMATION OF ASSIGNMENT

Once you have been assigned games by your 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 the Field Scheduler of your name and a phone number where you may be contacted and inform them of the games you will be officiating. You must also follow-up with an email accepting the assignment(s) that includes your home and mobile phone numbers as well; messages may not be delivered or may get misplaced. The Field Scheduler's email addresses are available on the MCYSA website as part of the Referee Room. 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.

3.3 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 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. 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.

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4 PREGAME

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

4.1.1 *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 2006. 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.



4.1.2 *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.

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4.1.3 Instructions to Referee Crew

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. Referees must wear identical uniforms or make a note in their game report as to the reasons why matching uniforms were not worn. 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.

4.1.4 Pregame 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.

4.2 INTRODUCTIONS TO THE COACHES

Introduce yourself to the coaches. Each coach, including assistant coaches, non-volunteers, i.e., paid coaches, trainers, etc., 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 (3) carded coaches/non-volunteers in any combination 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.

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

4.2.1 Emergency Coaches

If a team does not have their coach(es) or rostered non-volunteer(s) on the sideline with a valid pass, the game will not start. However, if there is another MCYSA or other league coach present with their pass (excluding non-volunteers in this situation) the game should be played. The referee will note this in the Game Report and the MCYSA will make a ruling as to what action will be taken.

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Further, if a coach is removed from a game that is in progress and unless there is another licensed coach or non-volunteer in attendance (that 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.

4.3 PLAYER AND COACH IDENTIFICATION

4.3.1 *Check Passes and Team Rosters*

For all Divisions/age groups, 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. Also, in the case of a non-volunteer, verify that their name appears of the Official pink roster sheet or appears on an add sheet for that particular team. If it does not, they must remain on the spectator side of the field 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 and moreover, it is not a pass; No Pass, No Play is a policy of the MCYSA.

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 or fewer than eight (8) in a small 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 go to the spectator's side of the field.

~~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. (This policy may be reviewed during the Fall 2006 or Spring 2007 season.)~~

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, the referee must retain all passes during the game regardless of the age group.

If you have any concern about the validity of a pass of either a player or a coach/non-volunteer send the card to the Discipline Chair with the Discipline Report and provide a written explanation of your concern(s).

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4.3.1.1 Valid Player Pass

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

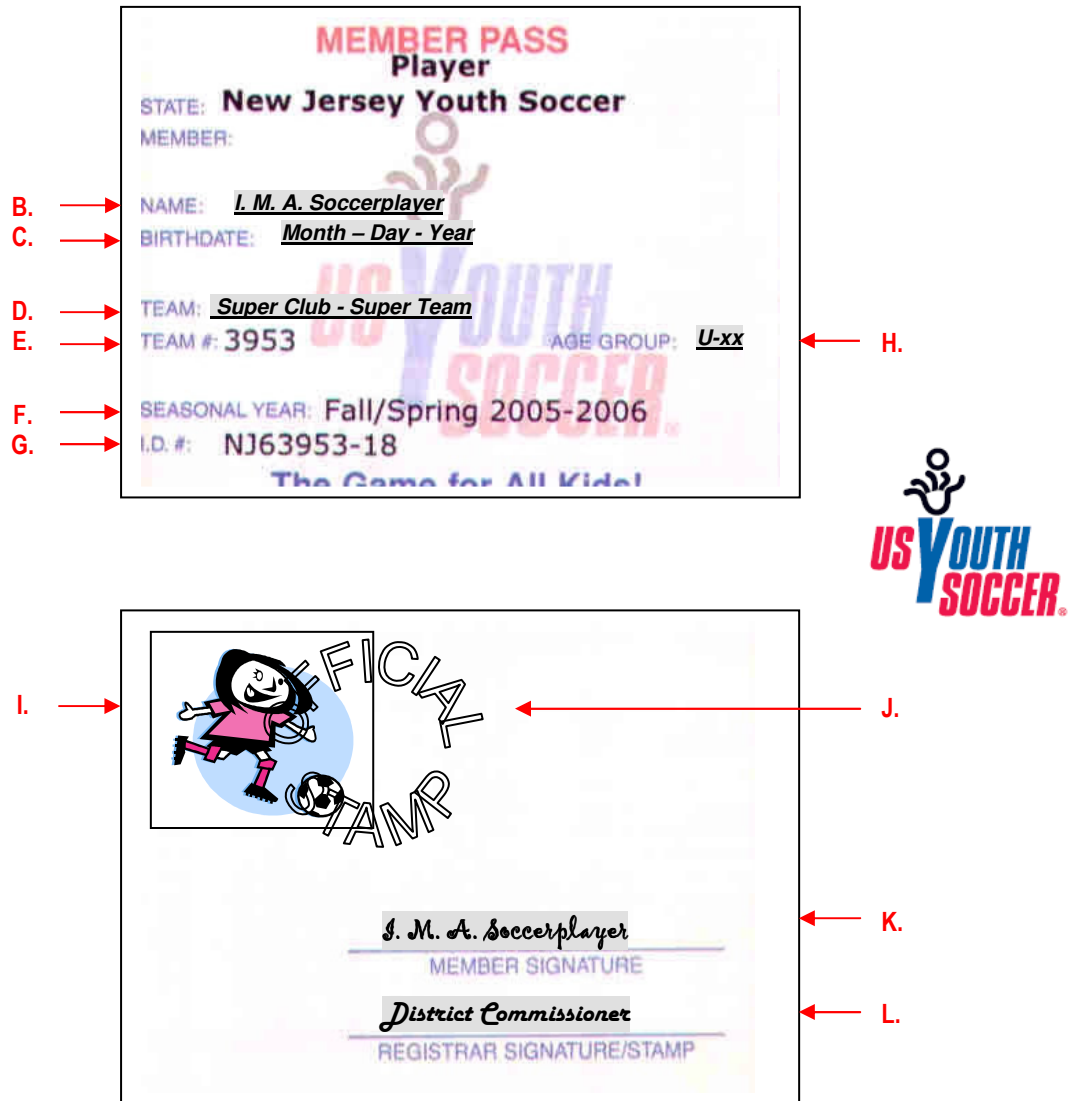
- A. Must be laminated,
- B. Must have the player's name,
- C. Must have the players' birth date,
- D. Must have the team name,
- E. Must have team number,
- F. Must have the current seasonal year,
- G. Must have ID Number,
- H. Must have age group,
- I. Must have an identifiable picture,
- J. Must have 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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4.3.1.2 *Valid Secondary Player Pass*

In order for a Secondary Pass to be valid, it:

- A. Must be laminated,
- B. Must have the player's name,
- C. Must have the players' birth date,
- D. Must have age group,
- E. Must have Secondary Team Name,
- F. Must have Primary Team Name,
- G. Must have Primary Pass Number,
- H. Must have seasonal year,
- I. Must have NJYSA President signature,
- J. Must have an identifiable picture,
- K. Must have the Date Issued,
- L. Must have the official stamp,
- M. Must have the players' signature, and,
- N. Must have District Commissioner's signature.

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

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ILLUSTRATION 2 - SAMPLE SECONDARY PLAYER PASS

**New Jersey Youth Soccer
SECONDARY PLAYER PASS**

B. → Name: I. M. Another Player

C. → Birthdate: MM/DD/YYYY

D. → Age Group: U-xx Season: 200x ← **H.**

E. → Secondary Team: Your Team

F. → Primary Team: My Team

G. → Primary Pass No: NJx xxxxx-xx

I. M. President ← **I.**
PRESIDENT

This pass is not to be used for NJYS Cup play. The player status form must be completed and submitted for this player.

FEE:

J. → ← **L.**

I. M. Another Player ← **M.**
PLAYER SIGNATURE

K. → MM/DD/YYYY District Commissioner ← **N.**
DATE ISSUED NJYS VALIDATION

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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4.3.1.3 *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 mail it in with the Disciplinary section of the Game Report. Be sure to discuss the discrepancies with the both coaches.

4.3.1.4 *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.

4.4 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.

4.5 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.

4.5.1 *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 participants 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. Therefore, it is strongly recommended to "error on the side of caution."

For more detailed information, it is recommended that the USSF Position Paper covering this be viewed and is available at the USSF website which is located at <http://www.ussoccer.com> . Click on the “Laws of the Game” button of the left and then click on Position Papers. Look for the paper titled “Dealing with Severe Weather Conditions”, dated April 6, 2005.

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4.6 SEPARATION OF FANS AND TEAMS

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 4.4 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.

4.7 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.



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.

4.8 MATCH PLAY

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

4.8.1 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 as specified in LAW 3 in Attachment-A. In some cases where games are played at neutral sites, both teams will in fact be visiting teams. While a 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.

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 game has started must go to the spectator’s side of the field.

MORRIS COUNTY YOUTH SOCCER ASSOCIATION

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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.

4.8.2 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 either 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. The Referee Supplementary Report must also be completed and forwarded to the League Referee Assignor Administrator

4.8.3 Abandoned Game

If you must abandon a game for any reason, this must be included in the Comments Section of the Game Report online or otherwise. 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. Additionally, you must also notify the Games Chair as soon as practical that the game was been abandoned. The Referee Supplementary Report must also be completed and forwarded to the League Senior Referee in addition to the Discipline chair.

4.8.4 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, 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.

SAFETY
EQUALITY
ENJOYMENT

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. If this occurs, include this information on your game report. Also, the Referee Supplementary Report must also be completed and forwarded to the League Senior Referee in addition to the Discipline chair.

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5 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.

5.1 MCYSA GAME REPORT

The MCYSA Game Report contains four sections. The letters in the following list (A-D) correspond to the matching 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 MCYSA 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 section 2.6 Referee Fees, which is the amount shown on the card.

The front of the Game Report is shown in Illustration 3 - Game Report – Front.

The back of the Game Report is shown in Illustration 4 - Game Report – Back.

Both of these are on the following pages.

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ILLUSTRATION 4 - GAME REPORT – BACK

B REFEREE GAME REPORT

Referee: I. M. Referee ID #: 0000

Club Name: _____ League Assigned: _____ Club Assigned: _____ No Referee/Coach: _____

GAME SITE

Town/City: _____

Field Name: _____

FIELD CONDITION

	EXCELLENT	AVERAGE	POOR	GOALS ANCHORED?
LINES				YES NO
FLAGS				
GOALS				
NETS				
GRASS				

Major Problems/Comments: _____

REFEREES MUST SUBMIT THIS SECTION ONLINE AT www.MCYSA.org
If you can not submit online - Mail this card to:
Tony Groszew, 12 Summit Dr., Denville, NJ 07834

A REFEREE DISCIPLINE REPORT

Referee: I. M. Referee ID #: 0000

Game #: _____ Date: _____

Home Team: _____ Score: _____

Away Team: _____ Score: _____

Rate the referee 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): _____

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

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: 8 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 #: _____

Town/Field: _____

Your Team: _____ Score: _____

Opponent: _____ Score: _____

	YES	NO
REFEREE ON TIME		
INSPECTED FIELD		
INSPECTED PLAYER EQUIPMENT		
INSPECTED PLAYER IDENTIFICATION		
INSTRUCTED ASSISTANT REFEREE		

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

COMMENTS: _____

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

Provided by referee

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.

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REFEREE HANDBOOK

5.1.1 Completing the MCYSA 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 must be included with the player's name, uniform number and pass number with language or terms that are consistent with the United States Soccer Federation document "2006 7 + 7 Cautionable and Sending-Off Offenses" which is shown in its entirety in Attachment-C (2006 7 + 7). For example, a player that was cautioned for taking a dive would be coded as "UB G" 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" should be used. In either case, the circumstance surrounding the foul/misconduct must be explained.

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

5.1.2 Referee Supplementary Report

Appropriate uses of the Referee Supplementary Report are:

- Mass confrontation
- Violent Conduct
- Injuries
- Misapplication of the Laws of the Game
- Non-payment of referee fees
- Assault and Abuse
- Games resulting in a team protest
- Other incidents requiring a detailed explanation

The Referee Supplementary Report is available on the MCYSA website and is shown in Attachment-D for references purposes.

Supplemental reports must be provided to the Discipline Chair and League Senior Referee. In the case of Referee assault or abuse the supplemental report is also forwarded to the NJ SRA.

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5.2 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. Include a supplemental report if necessary. 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.

There will be no protests for Division 5 (U10-U9) or Division 6 (U8) games.

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ATTACHMENT-A: Modifications and Clarifications of the Laws of the Game

All games shall be played in accordance with the FIFA Laws of the Game except as modified or clarified in this attachment.

LAW 1 – THE FIELD OF PLAY

As a reminder: Inspection of the field should include examination of all markings and dimensions². 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 thirty (30) 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 the MCYSA Games Chairperson and enter this information on the game report submitted to the League.

For All Divisions

- Penalty Kicks will be taken 12 yards from the Goal Line.

For Division 5 (U10-U9) and Division 6 (U8)

- The field size may be from 60 Yards Long x 40 Yards Wide to a maximum of 70 Yards Long x 50 Yards Wide.
- The Goal may be from 6 Feet High x 18 Feet Wide to a maximum of 7 Feet High x 21 Feet Wide.
- The Penalty Area is 14 Yards from the goal posts to the edge of the Penalty Area and is 14 Yards from the Goal Line to the “top” of the Penalty Area.
- The Center Circle has an 8 Yard radius.

² Reference your current LAWS of the GAME for these dimensions.

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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.

TABLE 2 - 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

LAW 3 – 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. The minimum and maximum numbers of players permitted on the field is shown in the following table.

TABLE 3 - 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		

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 or fewer than eight (8) in a small 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 go to the spectator's side of the field.

~~If a team starts a game with the minimum number 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 game must go to the spectator's side of the field. (needs to be clarified, not consistent with 4.3.1)~~

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Substitutions for Divisions 1-5 (U19-U9)

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 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. (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.

Substitution for 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.

LAW 4 – THE PLAYERS' EQUIPMENT

Inspect players' equipment and uniforms. All players should be wearing identical uniforms with proper cleats and shinguards that must be age appropriate.³ 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 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:

³ 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.

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- 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. 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 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, 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 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. 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

No modifications.

LAW 6 – THE ASSISTANT REFEREE

If a referee is working a Diagonal System of Control, there are no modifications to the Law.

- If a DSC was assigned, but only one Assistant Referee is available, a club linesman must be used. In this situation, the Assistant Referee and the club linesman must remain on the same side of the field for the entire game.

⁴ However, goalkeepers may wear "soft billed" caps with the permission of the referee.

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- 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 MCYSA 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.

TABLE 4 - DURATION OF GAMES

AGE GROUP	TIME
Divisions 1 and 2 (U19 – 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 MCYSA games must at least have a five (5) minute halftime break</u>	

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 MCYSA 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.

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LAW 8 – THE START AND RESTART OF PLAY

No modifications.

LAW 9 – THE BALL IN AND OUT OF PLAY

No modifications.

LAW 10 – THE METHOD OF SCORING

No modifications.

LAW 11 – OFFSIDE

There is no offside in Division 6 (U8). However, coaches are to refrain from deliberately playing or placing 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, first address the coach and if it persists the referee may call offside and caution the coach.

LAW 12 – FOULS AND MISCONDUCT

For Division 5 (U10-U9) and Division 6 (U8)

- 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.
- 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.

Coaches are to refrain from deliberately using the ‘pass back to goalkeeper’ or ‘time wasting by goalkeeper’ to gain an advantage. If, in the judgment of the referee, such attempts take place, the referee will address it with the coach and if it persists the referee may stop play and caution the coach.

LAW 13 – FREE KICKS

For Division 5 (U10-U9) and Division 6 (U8)

The encroachment distance will be 8 yards.

LAW 14 – THE PENALTY KICK

No modifications.

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LAW 15 – THE THROW-IN

For Division 5 (U10) and Division 6 (U8)

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.

LAW 16 – THE GOAL KICK

For Division 6 (U8)

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. The punt may be taken by any player on the field; goalkeeper or field player.

LAW 17 – CORNER KICKS

For Division 5 (U10-U9) and Division 6 (U8)

The encroachment distance will be 8 yards.

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REFEREE HANDBOOK**

ATTACHMENT-B: Referee Development Program

The information in the attachment is under development.

**MORRIS COUNTY YOUTH SOCCER ASSOCIATION
REFEREE HANDBOOK**

ATTACHMENT-C: (2006 7 + 7)



2006

7 + 7

**Cautionable Sending-Off
Offenses**

PROFESSIONAL AND AMATEUR COMPETITIONS

Julie Ilacqua
Managing Director of Referee Programs

Alfred Kleinaitis
Manager of Referee Development and Education

UNITED STATES SOCCER FEDERATION

MORRIS COUNTY YOUTH SOCCER ASSOCIATION REFEREE HANDBOOK

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):

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

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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
- 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**

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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.

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ATTACHMENT-D: Referee Supplementary Report

The Referee Supplementary Report is available on the MCYSA website
and shown below for reference purposes



UNITED STATES SOCCER FEDERATION
REFEREE REPORT
This report must be mailed within 48 hours after completion of game to proper authority.

GAME: _____

Home Team	Score	Visiting Team	Score
-----------	-------	---------------	-------

State Association/ Professional League: _____ Division/ Age Group: _____

Date of Game: _____ Scheduled time: _____
 Field and Address: _____ Actual kick off: _____
 _____ End of game: _____
 _____ Score at half time: _____

REFEREE: _____ Grade: _____ SSN: _____
 Sr. Assistant: _____ Grade: _____ SSN: _____
 Jr. Assistant: _____ Grade: _____ SSN: _____
 4th Official: _____ Grade: _____ SSN: _____

Field Condition: _____ Weather: _____
 Was the home team on the field on time? Yes If not, how late? _____ No. of Spectators: approx. _____
 Was the visiting team on the field on time? Yes If not, how late? _____ Marking of field: Good
 Players Passes of the home team were received and checked. Conduct of Official: Excellent
 Players Passes of the visiting team were received and checked. of Players: Excellent
 Line-up of home team is enclosed. of Spectators: Excellent
 Line-up of visiting team is enclosed. Dressing room for Referee: N/A
 4th Official Game Log is enclosed. for Players: N/A

A supplementary form explaining circumstances may accompany any unusual situations.

Serious injuries during the game.

Name	Pos No.	Team	Nature of Injury

Players cautioned during the game.

Name	Pos No.	Team	Type of Misconduct

Players sent off the field—Player passes must be retained after the game and returned to proper authority with this report.

Name	Pos No.	Team	Type of Misconduct

I did not receive the referee fee of \$ _____ Referee Signature: _____ Phone #: () - _____
 Date: _____

For additional remarks use supplementary sheet
 For serious assault, severe injury, or other substantial occurrence, a photo copy must be sent to Federation Headquarters: Fax: (312) 808-9572
 Distribution: State Association / League / Referee

Jan'99

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UNITED STATES SOCCER FEDERATION REFEREE SUPPLEMENTARY REPORT

This report must be mailed within 48 hours after completion of game to proper authorities.

A supplementary form explaining circumstances

GAME: _____

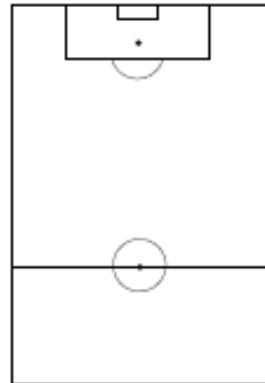
Home Team	Score	Visiting Team	Score
-----------	-------	---------------	-------

State Association/
Professional League: _____

Division/
Age Group: _____

Date of Game: _____ Referee: _____

Describe Any Unusual Incident:



Remarks:

Referee Signature: _____ Report Date: _____

Phone #: () - _____ SSN: - - _____

For serious assault, severe injury, or other substantial occurrences, a photo copy must be sent to Federation Headquarters: Fax: (312) 808-9572
Distribution: State Association / League / Referee

Jan99

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ATTACHMENT-E: 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.

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7. Official notification of the incident. Contact the State Association, either NJSA or NJYSA and the State Referee Administrator, as soon as possible, but at least by the next business day, to make them aware of the incident. Follow up with a complete written report. A copy should go to the SRA, the state association with the jurisdiction over the game and to the league to which the accused belongs. If it's a youth player the report goes to NJYSA, if it's an adult player it goes to NJSA.
8. Write a report. The report of assault or abuse toward any member of the referee crew must be professional, precise, informative and above all, accurate. The report should be accompanied by written reports from the assistant referees (if used) and by copies of any other game misconduct reports sent to the league under whose jurisdiction the match was played. If you were, or are going to be, medically treated for injury, that should also be noted.
9. Procedure for report transmittal. The written reports are sent within 48 hours to the State Association with jurisdiction over the game, and a copy to the SRA, and the league. For tournaments or special events, the tournament director/event coordinator must be notified, in writing, on the day of the incident, and the referee's home state SRA (if out of state) within 10 days.
10. In the event that the assault is serious enough for you to consider filing civil action with the local authorities, you do have that right. Please inform the State Association with the jurisdiction over the game and the SRA of your intent to do so.

Vincent Mauro
NJ State Referee Administrator

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