



The Ejection Report

Special Edition

“for those who missed the clinics”

Major Change

Substitution procedures are not listed as a Rule change but it is a major change in procedure and all officials need to follow this procedure.

All subs must enter at the half way line. No sub may enter without the permission of the referee.

With three exceptions, all subs must “Report In” prior to being allowed to enter the field.

“Reporting In” is done by being at the halfway line **prior** to the dead ball.

Subs are allowed on their team’s Corner Kick and Throw-In, and any Goal Kick. But, in all cases, the sub must have reported to the halfway line **PRIOR** to the dead ball.

If the team does not have any players at the half way line prior to the dead ball, the team is not allowed to sub any players at the stoppage.

1) After an injury, or 2) after a card which allows a substitution, the replacement player need not have reported to the half way line prior to the dead ball but they must still enter at

the halfway line.

3) After a goal, any sub may enter the field at the halfway line without prior reporting to the halfway line.

Any team with a sub already reported to the half-way line at the time of a card or injury may enter the field.

If Team A does not have any subs at the halfway line and Team B has three players at the halfway line prior to an injury, Team A may only substitute for the injured player. Team B may sub three players.

Injuries and Subs and what to do

The rules concerning injuries and substitutions may seem confusing if you look solely at the NFHSA Rule Book.

Subs are **required** “if a player is injured” “the injured player will leave the field” . This means that if the Referee stops for an INJURY, subs are allowed and the the injured player must leave the field.

Before you call something an injury,

- STOP play,

- EVALUATE.
- Allow sub if injured

Only if you determine the player is injured will you allow subs. If you stop only to evaluate and then decide that play is to continue. DO NOT allow subs.

For technical purposes, the stoppage is not for Injury but for Evaluation. Do not refer to the stoppage as an injury stoppage unless you are going to have the player leave the field. An Injury

stoppage requires that the injured player leave the field. The Referee must decide, Is it is an Injury stoppage? Or, Is a stoppage for evaluation?

If you need to call someone to attend a player, 1) the player is definitely injured, 2) Subs are allowed for Injury, if they meet the reporting requirements 3) The injured player must leave the field.

Special points of interest:

- **IMPORTANT:** Read the Time Keeping issues on page 6
- **NOTE** the change in Start time & locations– page 4
- Read the above article about Injuries and Subs
- Download a copy of the HS test from www.tvsra.org and the answer sheet. I don’t want to know your score, it’s open book.
- Print a copy of “Terry’s Time Bombs” for most differences between HS and FIFA.
- Check the times and locations of games closely

Substitutions - Penalty Kicks

SUBSTITUTIONS

A Team may sub on:

Their Own Corner Kick*
Their Own Throw In*
After Any goal kick*

*If they have "Reported In" prior to the dead ball.

After any goal is scored
After any injury stoppage
After any card has been issued.

If a player is injured, any subs who already reported in, and a replacement player may enter the field.

A player who receives a Caution MUST leave the field and may be subbed for. Subs who already reported in, and a replacement player may sub.

Team B may sub if Team A has a throw-in or *corner kick* and elects to sub, IF the sub for Team B has "Reported in" prior to the dead ball when Team A elected to sub.

If Team A has a throw in or corner kick and elects to not sub, Team B may not sub.

If a player is sent off for one of the following, the team will NOT play short, allow a sub:
2nd Caution
Excessive celebration.

PENALTY KICKS

Penalty kicks are the one time the clock is stopped and there is no substitution opportunity, except, If a carded player or an injured player must leave the field, then that player only can be subbed for.

If the sub is for an injured goal keeper, the new keeper may come from the bench.

If a sub comes on for the team taking the penalty kick, then that sub may not take the penalty kick.

If Goal Keeper is Disqualified at the taking of a penalty kick, then a field player must go in goal

What is so different about High School Soccer?

The High School game in the valley is very different from club soccer. It is more intense and requires the use of more and different skills than are used for the older age groups in club soccer.

For most officials, their prior experience is with teams where the players are grouped by age, no more than two years apart. For High School soccer, the age may span as much as 5 years within a team or between teams. This means there is often a very wide differ-

ence in size and skill levels on the same field. This requires a significant degree of player management.

Also, many of these players, and their parents, look up these games as an opportunity to advance themselves towards a college scholarship. They enter the field with much more invested in the game than we might imagine.

Given that there is an impact based on send-offs, make sure you need to issue

that Red Card.

The high expectations and the possibility of a scholarship are why some parents go ballistic when a whistle blows or a card is displayed. They, too, have made a serious investment.

Add hormones, school pride, and general teenager angst and you have high school soccer.

Uniforms and Badges

Any commercially made referee uniform is acceptable, since NFHS does not have a uniform requirement.

This includes the usage of all current USSF uniforms, NISOA, uniforms or the old all-black and fuschia uniform shirts.

NFHS does not define an alternate uniform, it does say the referee is to

change if there is a conflict with a team.

These games are not sanctioned by USSF and the use of USSF badges is not appropriate when officiating these matches.

The TVSRA badge, or any other local association badge is correct.



(If you need one, let me know.)

Health and Safety Issues

Secure all goal posts, they may be counter balanced. For artificial turf fields, your job is to determine that the goals can not fall forward.

No jewelry is allowed. This includes bands or ribbons worn for adornment or visible body piercings. Hair control devices are allowed, if necessary. Medical or religious bracelets must be taped to the body.

In all cases, any item which the referee deems unsafe is not allowed.

Standard Bleeding policy applies: Stop the game and get the player attended, not allowed back unless all bleeding is stopped. Uniforms with excessive blood need to be changed. Jersey Numbers are not an issue.

INJURY!

1- Evaluate

2-Stop time and restart with an IFK for the TEAM in possession at the stoppage.

3-If you determine a player is injured, subs are allowed. The player must leave the field. There is no requirement that a player be attended

4-Do not insist that an injured player be moved off the field just so the game can get on. The game may be completed on a different date if necessary

5-Move away from the injured player when they are attended.

6-Do not allow coaching when the player is being attended.

Medical Releases:

2 Kinds

1- "Temporary or recent" casts or splints are allowed IF:

a. Covered with a suitable protective covering.

b-Referee has seen a signed

medical release which says the player may participate with the cast/splint.

2-Medical Release required

when an apparently unconscious player wishes to return to play.

a-Medical release signed by a doctor and surrender to the referee at the time.

b-Referee to retain the release.

Braces are allowed if properly padded and metal braces have commercial covering over the exposed metal.

Incident reports - when any unusual occurrence happens, such as medical assistance is called, or a bench clearing happens, fill out an Incident Report on the web site. ALWAYS, call me so I don't hear from the AD first.

Varsity games - 40 minutes halves

with 10 minute half time

JV - MVAL - 40 minutes

JV_ EBAL - 35 minutes

Frosh games - 35 minutes

Subs – again

Do not forget the provisions for subs when one team has the right to sub.

If Team A has the throw-in or corner kick, Team A is allowed to sub, also, if their players have already reported in.

Should Team B have players already reported in, prior to the Team A dead ball,

Team B may also sub, only if Team A is subbing.

If Team A has the throw in and does not wish to sub, Team B may not sub.

Level of Play

JV and Frosh matches are considered training matches. Apply all safety and playing rules. Other details, such as uniform color, may be waived. In some cases the fields are poorly marked, and the nets aren't much better.

Frosh teams are usually very easy to do, the idea is added playing time

JV games are a different issue. If there is a Frosh team, the JV team, may have some Juniors on it.

With a large number of Sophomores, there are often more hormones than common sense. These are the games where a referee can practice and learn team manage-

ment skills.

Where there is a Frosh team, the JV team will be stronger, bigger and more skilled than a JV team which comes from a school without a Frosh team. This means there can be more of an imbalance between those teams, again, requiring a larger degree of management..

New Start times and Locations for League Matches

EBAL

League matches

Varsity play starts at **5:45 PM**

Junior Varsity play starts at 4 PM

Freshman teams

5:30 – Tuesday - Boys

5:30 – Wednesday - Girls
&

11 AM Saturday – Both

MVAL

All league matches

**American
Irvington
Mission San Jose
Washington**

MOST MVAL Varsity matches play
at Tak Fudenna Stadium at
Washington High School

JF Kennedy will play **all** Varsity and
Junior Varsity at Tak Fudenna

Matches will be at
3:30 – 5:30 – 7:30 PM

**All other JV matches will be played
at the home school at 3:30 PM**

James Logan

Varsity - 6 PM
JV – 4 PM

Newark Memorial

Varsity – 5:30
JV – 3:30 PM

*Some MVAL Varsity matches will
be played at the home school.
Read your schedules closely for
location and start time.*

RULES CHANGES

Taunting

Now a direct red card.

*No sub for the disqualified
player*

MVAL Teams

**American
Irvington
J F Kennedy
James Logan
Mission San Jose
Newark Memorial
Washington**

EBAL Teams

**Amador Valley
California
Foothill
Granada
Monte Vista
San Ramon**

The Rules changes to the left are those in the NFHS Rule Book.

Only the first one, about the knee braces and the last one, about Taunting are of major import to TVSRA.

TVSRA does not recommend that Pre game conferences are held.

The changes to the Restart on Rules 12-8-1, 12-8-2, 12-8-3 will not a significant impact, most referees would do as now prescribed anyway.

Self Assign

The Self Assign process will allow you to select games that are open and which fit the profile of the kind of games you are normally assigned.

The process allows you to select up to 4 matches and then it will shut down. You can select up to 4 more matches the following day. There are some things that limit the games on your Self Assign screen. Once you are assigned to a game,

you will not be allowed to self assign to games with either of the same teams for 8 days. Also, if a game is played at a site that is beyond the travel limits you set, that game will not be on your Self Assign screen.

The 8 day restriction is designed to help with higher level games. For the lower level games, it is not an issue but the program will not let me set different limits for those games. If you have just done a

game with a team, and an opening is on their next game, send me a note to see if I want to assign you to the match.

The USSF/FIFA Law dealing with throw-ins and the 2 yards from the thrower do NOT apply under NFHS rules.

NFHS 2005-06 Soccer Rule Changes (Focus on Bold paragraphs)

Rule 4-2-1(g): Modify to read: “knee braces with exposed metal. Any covering/sleeve made by the manufacturer may be worn.

” Rationale: The current statement is vague and would permit a covering not necessarily made by a brace manufacturer.

Rule 5-2-2: Re-organize 5-2-2 d, e and f to read as follows: “conduct a pregame conference with each team’s head coach and team captain(s) to:

1. review pertinent rules
2. conduct a coin toss at least five minutes before the scheduled starting time of the game...
3. inquire of the head coach whether each of his/her players is properly equipped. Examine the uniform...”

The new (e) would be: “address head coaches and players concerning good sportsmanship.

” Rationale: Most of the NFHS rules books require the presence of the head coach at the pregame conference. This change would allow for more positive dialogue with both teams’ head coaches and the officials at one time, prior to the game. Soccer has a high incidence of rules violations and cards for misconduct. We would like to bring soccer in line with our other sports, especially as we train officials.

12-8-1 Penalty Unsporting Conduct: An indirect free kick shall be awarded to the nonoffending team from the spot of the infraction, unless the match has been stopped for some other reason calling for a different restart, subject to 13-1-3 and 4.

Rationale: Makes the NFHS consistent with other rules codes and with 13-1-2 and 13-2-2(j).

12-8-2 Penalty Yellow/red: An indirect free kick shall be awarded to the nonoffending team from the spot of the infraction, unless the match has been stopped for some other reason calling for a different restart, subject to 13-1-3 and 4.

Rationale: Makes the NFHS consistent with other rules codes and with 13-1-2 and 13-2-2(j).

12-8-3(a) Penalty Violent Conduct: Direct or indirect free kick, depending on the circumstances, from the spot of the infraction, unless the match has been stopped for some other reason calling for a different restart, subject to 13-1-3 and 13-2-2(j).

4. Rationale: Makes the NFHS consistent with other rules codes and with 13-1-2 and 13-2-2(j).

12-8-3(b) Penalty Serious Foul Play: Direct free kick from the spot of the infraction, unless the match has been stopped for some

other reason calling for a different restart, subject to 13-1-3 and 4.

Rationale: Makes the NFHS consistent with other rules codes and with 13-1-2 and 13-2-2(j).

12-8-3(c) Penalty Spitting: Direct/indirect free kick, depending on the circumstances, from the spot of the infraction unless the match has been stopped for some other reason calling for a different restart, subject to 13-1-3 and 4.

Rationale: Makes the NFHS consistent with other rules codes and with 13-1-2 and 13-2-2(j).

12-8-3(d) Penalty Language: An indirect free kick from the spot of the infraction, unless the match has been stopped for some other reason calling for a different restart, subject to 13-1-3 and 4.

Rationale: Makes the NFHS consistent with other rules codes and with 13-1-2 and 13-2-2(j).

12-8-3(b): Move taunting (12-8-2[a]) and Note from Article 2, page 55, to Article 3.

Rationale: This change makes taunting

a “hard red card” rather than a “yellow/red card” infraction. Taunting is a serious violation and the team should have to play a person down.

Time Keeping

Some EBAL League matches will use a time keeper where the time on the scoreboard is official.

- The home team coach will decide
- When agreed by both coaches, time can be kept on the field.
- The Time Keeper is to Start time when the ball is in play and stop on the signal from the Referee.
- Verbally announce 2 minutes remaining in a period
- While not mentioned, the Time Keeper should have a device to signal the end of time. When it sounds, the game is ended.

Time is stopped and signaled for:

- ⇒ Cards
- ⇒ Goals
- ⇒ Taking a Penalty Kick
- ⇒ Referee stoppage, including injury.

For EBAL League matches, prior to the match, confer with the home coach, if the coach says time is to be kept on the score board, do so.

If time is kept on a scoreboard -

- The time keeper is a member of the officiating crew and under the direction of the Referee.
- Talk to the time keeper prior to the match to assure both of you agree

on the places when time is to be stopped and started, and the signals used.

- Use prescribed signals for Start and Stop of play.



- Assign one AR to monitor the correctness of the scoreboard clock.
- If the errors are slight, the referee may choose to ignore them.
- If the errors are significant, either in the amount of time or in the place where the error occurs, the Referee need only advise BOTH coaches that time will be kept on the field.
- Do not do this for minor mistakes.
- For all Varsity matches, include information about Time keeping in all Match Reports, e.g., Time Kept on Field, Scoreboard clock used.
- Report all problems with Time keeping on the scoreboard to

TVSRA.

While League matches are the Varsity matches, any team using the scoreboard clock is likely to use it for other teams.

This should not be a big issue.

Coaches may agree that the referee is to keep time on the field, but you must ask them, and both must agree.

If the referee keeps time on the field:

- Announce the time remaining at 2 minutes
- **If the Referee decides to keep Running Time, don't mention "Added Time" or "Extra Time" as these are not part of the HS format of time keeping.**
- Time is NOT added for substitutions or any other reason.
- DO NOT MENTION INJURY TIME, ADDED TIME, or STOP-PAGE TIME. There is no provision for this under NFHS Rules

*For all MVAL matches,
time is kept on the field by the
referee.*

Match Reports

Match Reports are required for all matches to assure correct payment.

To fill a Match Report, go to the web site and select SCHEDULE.

Once your schedule is on screen, you can see your matches for the current date and all future dates. If you are filling out a Match Report for a match that happened earlier, check off "Show All".

Click on the red "R" for your match and the match report will open up. If you type in the comments area, the "R" will turn yellow and it will prompt me to review the report.

Make sure that all cautions and send-offs are listed on the Match Report, with the name and number of the player.

The first official listed on your game is

responsible for filing the Match Report. If you are an AR, you can see the Match Report that is filed but you do not enter information. You will see the status of the Match Report, also.

RED – not filed

Yellow – Review

Green – Verified

Availability

When I start to assign the regular season, part of that assigning is done by computer and the decisions are based on the availability which you have entered in the web site. If you have not entered times and dates, the computer will assume you are always available.

Please use the Calendar to set your availability. You can block whole days or part days, you can block certain days of the week, in addition to blocking specific dates.

If you availability changes, make adjustments on the web site and I will see them when I am looking for referees for Open games, after all the games are assigned. It also means I won't bother you if you have blocked a date.

The Travel Limits help sort out you ability to reach a given game site in time for a match. You will have set a time under the Calendar but the travel is set un-

der Travel Limits. You can set the travel by **entering the ZIP Code of where you are working** on those dates when you are not coming from home. The program assumes that you will travel at 55 mph and need to get to the game at least 30 minutes prior to a match.

To assure that you will not be assigned to matches which you can not make, please up date your availability.

Your Schedule

Anytime you are assigned a match, and e-mail is generated telling you that you have a match. You must CONFIRM or ACCEPT the match.

If you have not done so, any official looking at that match will not see your name and will not be aware that the slot has been assigned. This is true on both the Master Schedule and on your partner's Schedule, until the match is Accepted, the slot appears to be empty.

You can Self Assign some matches. Generally, center positions for Varsity level matches are not available for Self Assign. If you look at the Mas-

Keep your Availability current, as it changes, change the information on the web site. Make sure your cell numbers are correct.

ter Schedule and see an Open Slot but it does not appear on your Self Assign, there can be several reasons:

An assigned but unaccepted slot will appear empty. If you have blocked part of the day on your Calendar, you will not see any games for that time frame. If you recently saw either of the two teams, you will not see their game listed.

YOU CAN REQUEST MATCHES VIA E-MAIL

Doing the Dual

Here it comes, the assignor has put you on a game and says, "Do a Dual", whatever that is.

Here are some clues to help survive doing dual for the first time or with a partner who has never done a dual.

Keep this in mind, all of those signals in the HS Rule book, they are not for the teams or the fans, they are to help you communicate with your partner. Use the signals and put them out there so your partner has a clue what you are doing. As the partner, mirror all signals.

Here is a big one – if you stop play and are going to restart play, **DO NOT DO SO UNTIL** you have made eye contact with your partner.

This one will keeps some ugly problems from popping up. If both of you blow the whistle at the same time, the official near the ball is to signal the direction of the restart. I know you saw it differently but your partner is on the ball and everyone is looking at your partner, don't make a scene over a difference in opinion. Suck it up, and signal the same direction as your partner, even if you really believe that it is going the wrong way.

Positioning – get away from the touchline, get close to the players so they see you. You will have plenty of time to make those long distance calls but don't trap yourself on the touchline, as little happens there.

On Corners at the other end, move near

the top of the PA to help with coverage. At your end, you belong on the goal line.

Generally, the official receiving the ball on a play should signal the restart. If you have subs on your touchline and the ball is on the other side, your partner should restart play. There are exceptions but that is a place to start.

Decide who is to keep time before the match starts.

Watching OS can be an issue but take a risk occasionally and let that winger get behind you so you can see what is happening up field. Venture into the middle as the game allows. Get away from that touch line. Maintain eye contact with your partner.

More Differences:

A yellow card followed by a red card is issued for:

a-2nd yellow card

b-Excessive celebration

TEAMS MAY SUB for these infractions if they have reported.

NOTE: Taunting is now a direct send off, no subs allowed.

Subs entering the field to participate in an altercation are disqualified. (Let the coach come on to help you, forget his entry problems.)

If you are the AR on the bench side and an altercation breaks out, move to the bench, control entry and then get to the field and help with names and numbers.

Coaches are to supply a roster 5 min-

utes before a match. (Coach may add a name at any time.)

Cards may be shown to coaches and bench personnel.

Do NOT send a disqualified player away from the supervision of the coach.

If a coach is disqualified, only another member of the coaching staff, (JV coach is OK) or a credentialed teacher may take over the team. Without them, the game is terminated.

If you issue a card, and if the coach wants to know why, you must respond. Tell the coach what the misconduct was, don't get into a discussion. ("Caution was for dissent. Or Caution was for USB – a cleats up

tackle".), then move on and out of the way, avoid any discussion.

Captain has the right to ask a question but you decide the time and place.

Your jurisdiction begins and ends when you enter and leave the field. If there are off field issues, away from the field, report them to me.

Use intuitive hand signals, pushing, holding, handling, etc.. **You must signal when you start and stop the clock.**

If a thrown-in fails to enter the field it goes to the other team.

NISOA

Membership in TVSRA includes membership in Interscholastic Division of National Intercollegiate Soccer Officials Association which supplies Insurance (Jan through December). Members from last year are covered through the end of the year.

New members and continuing members will be (re) enrolled in the Interscholastic Division of NISOA starting January 2005

You will receive information from NISOA throughout the year. TVSRA will take care of dues.

Confirming Games

With the start of the soccer season, the rainy season comes right behind it. It is always possible for a game to be canceled due to rain or prior field conditions. In particular, if it rains, you need to confirm MVAL JV games since most are on grass..

It is the responsibility of referee to confirm that a match is to be played if there is a question due to weather. There is a list of phone numbers on both web sites.

If the game has a 3:30 pr 3:45 start, the school will usually know by noon be-

cause the other school has to deal with a bus rental.

With the increase in number of all-weather fields, weather will not shut down a field for more than one day.

Most MVAL schools try to play no matter what the field conditions are. If the game site is at Mission,, it is best to call if any game was canceled in the prior 3 days.

For weekend matches, I will probably be your only contact. Again, if I know, I will try to get the information to you.

www.tvsra.org
www.thearbiter.net

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