

CSOA POE 2017



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2017 Rule Changes

- **Player Equipment (4-4-9 new)** - A soft-padded headband is permitted (i.e. concussion prevention device.)
- **Offside (11-1-4)** - A player is offside and penalized if, at the time the ball touches or is played by a teammate, the player is involved in active play and interferes with play or with an opponent or seeks to gain an advantage by being in that position. A player in an offside position receiving the ball from an opponent, who deliberately plays the ball (except from a deliberate save), is not considered to have gained an advantage.
- **Penalty Kick (14-1-4)** - Once the kicker starts his/her approach toward the ball, he/she may not interrupt his/her movement. Failure to kick the ball as specified shall be considered an attacking team violation and the appropriate penalties shall be apply (i.e. rekick, IDF for defense, etc.)

Goalkeeper socks can be same color as teammates, but not the same color as the opponents

2017 Rule Changes

Offside Definitions

- **GAINING AN ADVANTAGE BY BEING IN THAT POSITION - A player who plays a ball that rebounds to him/her off a goal post or the crossbar after having been in an offside position, or a player who after being in an offside position plays a ball that rebounds to him/her off an opponent, who has not deliberately played the ball or made a deliberate save.**
- **INTERFERING WITH AN OPPONENT – Preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent’s line of vision or movement of challenging an opponent for the ball.**
- **INTERFERING WITH PLAY – Playing or touching the ball passed or touched by a team-mate.**

Obstruction – The deliberate act by a player of running between an opponent and the ball, or using the body as an obstacle when not in possession of the ball, or not attempting to play the ball.

2017 NFHS Points of Emphasis

- **Concussion Management**
 - **Schools are required to have a concussion management policy**
 - **NFHS guideline – No player should return to play on the same day of a concussion**
 - **Northern/Northwestern Regions similar policies**
 - **Baseline screening for all athletes**
 - **Trainer on site at all games to evaluate players**
 - **Trainer makes call on player ability to continue**

Players suspected of exhibiting concussion symptoms must be evaluated by the trainer and cleared to return. Trainer will notify either the referee or the AR that the player is cleared

2017 NFHS Points of Emphasis

- **Rough Play** – Rough play including contact above the shoulder often results in player injury. Officials and players must eliminate rough play from the game. Officials should deal with rough play by giving appropriate penalties immediately when the rough play occurs.
- **Team Member Equipment Check** – Because of the number of recent rules changes involving uniforms and equipment, officials are encouraged to informally check the equipment of team members before the game to prevent possible player equipment violations occurring during the game.
- **Referee Checking for Injury After a Goal** – After the clock is stopped for a goal and the referee examines a player including a goalkeeper for a possible injury, that player will not have to leave the game unless the coach and/or medical personnel are beckoned onto the field to check the player. If the referee beckons the coach and/or medical personnel, the player including a goalkeeper is required to leave the field.
- **Ball Holders** – Because the clock is running when the ball goes out of bounds, it is essential that ball holders be available to get the ball back in play quickly. At least two ball holders are to be provided by the home team each game. The ball holders are under the direct supervision of the officials.

DSA Expectations of Officials

- **Consistency of calls as it pertains to player safety**
 - **Player safety is important – reckless/plays from behind, etc.**
 - **ARs need to be fully engaged and support the referee**
- **Referees engaging coaches in a negative manner and making situations worse instead of explaining why they made a call and deescalating the situation. (Better communication on what the call is—this could be educational for the athletes and coaches)**
 - **Make the coaches your ally not your enemy**
- **Consistent approach to handling foul language(What is/is not acceptable)**
 - **Be consistent – incidental vs. directed at teammate or opponent**
 - **remind captains and coaches at pregame**
- **Fitness level of officials---make sure they can keep up with the pace of the game.**
 - **This does not only pertain to the referee, but also the ARs – be in position to make the calls**

F-Bomb is NOT acceptable language – caution or ejection depending on circumstances

DSA Expectations

- **Substitutions – Does the player have to be all the way of the field / within 10 yards of the sideline / spotted by the AR.....This is different every game.**
 - **Subs must be beckoned on the pitch – get subs on ASAP: exception when giving a card make the carded player leave the field prior to the substitution entering the match**
- **Pre-game talk. I.e....This is how we are going to call off-sides, we want 10 yards right away on a restart....etc.**
 - **Start everyone off the same page and hit key points on sportsmanship; language, substitutes; etc.**
- **Being on time - that should be 100% mandatory. Soccer games already go later into the night then most contests and if we start late it gets really tough.**
 - **Allow yourself plenty of time to get to the field; call if you are having traffic issues**

Coaches major issue – Advantage – Opportunity for use of advantage increases as the attack gets closer to the goal NOT in the defensive half of the field



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Communicate with your ARs; Communicate to players in coaches both non-verbally and verbally as required. Make the players/coaches allies not enemies



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Be in position to make/sell calls; communicate through proper signals; carry flag field side where you can quickly communicate to referee



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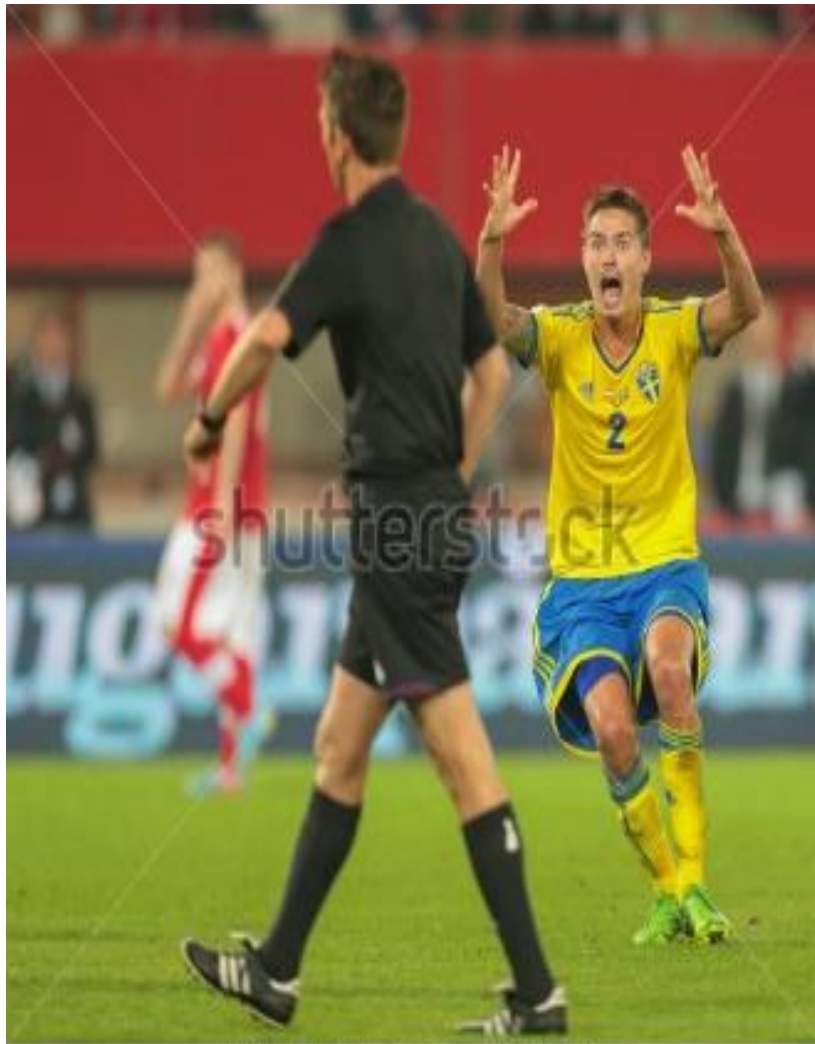


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Referee Options - Admonish/Warn/Sanction



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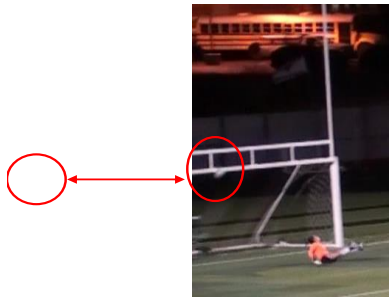
What is acceptable and unacceptable behavior by a player?

Issues from Last Year

- **Benches** – Although NFHS desires that benches be on the same side, the rules make provision for benches being on opposite sides providing they are on a diagonal from each other
 - Schools/conferences desire benches on opposite sides for control purposes – please do not change bench positions – if benches are on opposite sides and NOT on a diagonal – make a remark in the game report.
- **Coach Behavior**
 - Coaches are advocates for their team and expect consistent calls; player safety; and fair play.
 - Coaches management styles differ and they need to be managed like you do the players.
 - Hear what they have to say
 - Don't let them interfere with your game management
 - Communicate but don't debate
 - Work as a team in managing the coaches
 - Coaches must be cautioned prior to being ejected (show card)
 - Exception – foul/abusive language or questioning the integrity of an official
 - Note any issues in game report, so we can work with schools.

Goal/No Goal

04-07-2016 - PFHS vs Tuscarora HS - PFHS Goal Evidence of wrong call by Ref. to overturn goal by PFHS



Most difficult call in soccer especially when referee and AR are far from play. Sprint in position to follow flight of ball and watch ball as it approaches goal. Confer prior to decision – Sell it!

Focus on the Play



Know areas of responsibility and keep an eye on the play/players

Red Cards

	Violent Conduct	Serious Foul Play	Double Yellow	Foul/Abusive Language	Denying Goal Scoring Opportunity	Fighting	Other
B Varsity	9	8	21	11	3	2	2
B JV	4	0	3	3	2	0	0
G Varsity	1	1	5	1	1	0	0
G JV	1	0	0	0	0	0	0

- Referees issued 78 red cards as compared to 100 in 2015
- 68 Boys/10 Girls
- 56 Boys Varsity/12 Boys Junior Varsity
- 29 Double Yellow Cards

Final Reminders

- **Game Time**
 - Varsity 40 Minute halves
 - Junior Varsity – 35 Min (Fairfax); 30 Min (Prince William; Fauquier; Stafford; Loudoun)
 - Official time – check with host institution (normally kept on field)
 - Stadium Clock – use for reference – run down to zero; use as reference point
 - Remember to start and stop time IAW NFHS rules – NO EXTRA TIME
- **Goal Posts – Must be anchored; football goal posts should NOT extend on to field**
- **Ball Holders – Minimum two for varsity match; must have at start**
- **Inclement Weather – Trainers usually have weather monitors; 30 minute lightning policy; get game administrator and coaches involved in any decision to end match (1/2 constitutes game)**
- **Eight Goal Rule - For District/Conference matches the 8 goal rule shall be applied after 60 minutes**
- **Player Equipment – Make sure all players are properly equipped at the start of the match.**
- **Bench/Fan Management – Referee team manage the bench; game manager for fan control; do not eject the trainer (Game Manager)**

Please get your game report(s) in on time!
Referee Uniform- yellow (pri); red (alt)

Recovering from a Bad Call

- **Premise - Referees are constantly under intense scrutiny and required to make hundreds of split-second decisions in a match (technology intensifies scrutiny)**
- **BLUF – Once and a while you “kick” one**
- **Remedy**
 - **Fix It – Rules allow fix (prior to restart dead ball); admit it**
 - **Spin It – Reorient your focus; better mechanics/positioning**
 - **Forget It – Dwelling during match will cause loss of focus**
 - **Confront It – Talk to other officials; tape; understand what happened**
 - **Prevent It – Review rules; active training to improve mechanics/positioning**
 - **Get Perspective on It – One call does not lose game**

Kicking a call makes you like every other official – How you respond to the mistake sets you apart (don't let your ego get in the way and drag you down)



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Always strive to be the best team on the field – Have a great season!