

# COMMONWEALTH SOCCER OFFICIALS ASSOCIATION, INC. (Spring 2017)

Please use this as a supplement to the 2017 Points of Emphasis found on the Web Site.

[www.csoaref.org](http://www.csoaref.org)

## Rule Changes 2017

- **Player Equipment (4-4-9 new)** - A soft-padded headband is permitted.
- **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 result in a violation by the attacking team and shall be punished accordingly (i.e. rekick, IDF defending team, or play continues if goalie saves PK.)

## **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.

## POINTS OF EMPHASIS 2017

- **HANDLING CONCUSSIONS** - Concussions are of increasing concern and need to be dealt with immediately. If a player may be injured due to any type of blow to head, **STOP THE GAME IMMEDIATELY**, and get the trainer on the field. Only let the player back into the game if the player is cleared by the trainer. Make sure that **THE TRAINER PERSONALLY VERIFIES THE PLAYER'S ABILITY TO RETURN TO THE GAME TO THE REFEREE TEAM. IF THE TRAINER SAYS THE PLAYER MAY HAVE SUFFERED A CONCUSSION THEN THEY CANNOT PLAY W/O DOCTOR'S PERMISSION.** Note – Schools are required to have a concussion management policy which sets forth conditions for handling concussions and assigns responsibility on which school official(s) (trainer or doctor) have the authority to clear a player suspected of a possible concussion to return to play during that match.
- **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. **(Use player introductions and substitutions as opportunities.)**
- **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. **(Applies to Varsity games only – if no ball holders available use players from home team to fulfill requirement. Please do not start game w/o ball holders and note issues in game report.)**

## **CSOA Hot Topics**

- **Portable Goals/Football Goalposts** – Must be anchored (i.e. spikes/sandbags, etc.) – Football goalposts should not extend over soccer goal horizontal bar. **(Note - If this is the case – treat as combination (football/soccer goal) and note in game report narrative.)**
- **Team Areas** – Home school will determine location of team areas. If they are located on opposite sides they must be on a diagonal.
- **Goal Post Padding** – Must be at least 6 foot high and no more than 1 inch thick -
- **Rosters** – PRIOR TO GAME
- **Undershirts/Undershorts** – Long sleeve undergarments – same color; long under shorts same color or roll up and hide.
- **Uniforms** – Home team white shirts/socks; visitors dark shirts/socks – Shorts no color restriction other than must be same color

**Goalkeepers can wear the same colored socks as their team, but not the opponents.** Goalkeepers must have the same number on the front of their jerseys, shorts/pants and on the back of their jerseys.

- **TAPE OR SIMILAR MATERIAL ON SOCKS** – If tape or similar material (stays/straps) is applied externally to the socks, it must be of similar color as that part of the sock to which it is applied. **(Home tape/stays/straps = white; Away tape/stays/straps = similar color of socks)**
- **SHIN GUARDS** – MUST BE AGE (adult) AND SIZE (small, medium, large) APPROPRIATE  
**All shin guards MUST have the NOCSE seal or the players will NOT be able to play. Also, the requirement for the shin guards to be worn 2" from the ankle will remain in place. Three finger rule.**
- **Face Masks** – Players may play with casts/face masks must be padded/molded - **doctor's clearance**
- **Casts/Splints**- Players may play with properly padded casts/splints – **NO** doctor's clearance
- **Official Time** – **Check with schools prior to game**
- **Length of Games** - (Varsity –40; JV – 35 Fairfax; 30 Loudoun, Prince William, Stafford, Fauquier)
- **Overtime** – varsity – 2x5 minute **ALL REGULAR SEASON** – no sudden victory)
- **Taunting** – **Mandatory RED**
- **Excessive Celebration** – **YELLOW** only
- **Second Caution** – **EJECTION - YELLOW/RED – NO SUBSTITUTION ALLOWED – REPORT AS STRAIGHT RED CARD**
- **Notification of coaches** on all Red/Yellow Cards – Coaches are to be notified as to the offense for all cards
- **Verification of score and caution/ejections** - Make sure you verify the score and cards prior to leaving the game site
- **Game Jurisdiction** – **Begins 15 minutes prior to game and ends when referee team leaves field!**

### **NFHS/VHSL/CSOA MAJOR POINTS OF EMPHASIS/Comments on the Rules**

- **Illegally Equipped Players** - The head coach shall receive the **first caution issued (yellow card)** for an illegally equipped player(s). **All subsequent** cautions (yellow cards) issued for illegally equipped player(s) **shall be issued directly to the player(s)** and **NOT** to the head coach.
- **SAFETY** – Player safety is the number one concern – there is **NO** advantage on an injury to a player on the field, if someone is taking advantage of an injury you can caution for unsporting conduct.
- **LEG BRACES** – Cannot have any exposed metal. **A commercially manufactured brace are considered safe and does NOT need a manufactured sleeve covering.**
- **ANKLE BRACES – CAN BE WORN OUTSIDE THE STOCKING.**
- **SUBSTITUTIONS** – Only opportunity for unlimited substitutions is at the start of a period. ALL OTHER TIMES THE SUBSTITUTIONS MUST HAVE CHECKED IN PRIOR TO THE STOPPAGE TO ENTER FIELD OF PLAY. EXCEPTION IS CAUTION, EJECTION, BLOOD, OR EQUIPMENT. THOSE CASES ONE V ONE IF NO SUBSTITUTIONS HAVE PREVIOUSLY REPORTED FOR SUBSTITUTION. THROW-IN/CORNER KICK – TEAM WITH POSSESSION MUST SUB FOR DEFENSE TO SUB **Note – Referee must beckon substitute on to field**
- **SUBSTITUTIONS (TEAM PLAYING SHORT)** – If a team is playing short due to a reason other than a misconduct/equipment they may substitute at any stoppage of play but not during the run of play.
- **MANDATORY PREGAME CONFERENCE ON SPORTSMANSHIP** – referees MUST remind both coaches and players about proper sportsmanship prior to the game. **Coaches insure players are properly equipped and must remain for the ENTIRE pregame conference.**
- **INCLEMENT WEATHER/FIELD CONDITIONS** – Prior to game (administrator); game commences (Referee); and lightning (**30 minutes**).
- **BENCH CONDUCT** - Cards will be issued to the individual(s) who commit the misconduct (i.e. head coach, asst coach, player. **DON'T EJECT A TRAINER – Get Game Administrator.**
- **GAME MANAGEMENT/FAN BEHAVIOR** – If the spectators become a problem notify the game administrator or coach immediately. If necessary suspend the game until the problem is solved, if the problem is NOT solved by the game administrator SUSPEND the game. **NOTIFY ME IMMEDIATELY AFTER THE GAME!!!!**
- **SIGNALING** – Only basic 9 signals will be used
- **FREE KICKS AWARDED AT SPOT OF INFRACTION** – All free kicks for misconduct infractions on the field will be taken from the spot of the infraction. If the misconduct takes place off the field (i.e. bench) then the spot of the ball at the time of the misconduct.
- **THROW IN** – Opponents CANNOT interfere or impede the actions of a thrower and must be a **MINIMUM** of **TWO YARDS** from the thrower. **PENALTY – Unsporting conduct – yellow card.**
- **PENALTY KICKS – NO STUTTER STEP** – See above 2017 PK rule change

### **POST GAME REPORT/EJECTION REPORT**

Note: It is mandatory that a game report be sent for every game officiated. This report will not only serve as a record of the game, but also as a record for purposes of a payment of game fees. Report all ejections and serious incidents to the commissioner within 12 hours. **These reports can be directly accessed from the CSOA WEB Site <http://www.csoaref.org> at the GAME REPORTS PAGE**

### **REMINDERS:**

1. Game reports must be prepared on each game (for those with e-mail game reports can be submitted easily within 12 hours). Senior referee for the match is responsible for filling out the report (**first referee listed for JV and center referee for Varsity.**)
2. **All red cards must be reported within 12 hours via the Web site ejection report format.**

**If it is something that you think I need to know about right away call (703-966-0457), or email me at (STENNER@CENTURYLINK.NE need to report them to VHSL within 24 hours.**

3. Any incidents with supervisors (i.e. activities directors, coaches, trainers, spectators, etc. **must also be reported immediately (primary - email [stenner@centurylink.net](mailto:stenner@centurylink.net) or secondary cell 703-966-0457).**
4. Sportsmanship points: The maximum points for each team is 40 points. You **must deduct 5 points for each yellow card. If you give a red card the team gets 0/20 team points. If a coach gets ejected, then the maximum score is 0/40.**
5. Please remember to include **both the name, number, and reason on all cautions and ejections.**
6. Please follow the guidelines in awarding points.
7. Please note any injuries that are of a serious nature should be noted in the remarks portion of the report

#### **ASSIGNOR (Miles Kara) INFORMATION**

- CSOA Basic 703-743-2217 - General calls concerning assignments
- CSOA Cell (Android) – 703-357-7921 – For emergencies
- Email – [csa@comcast.net](mailto:csa@comcast.net)