

**COMMONWEALTH SOCCER OFFICIALS  
ASSOCIATION, INC.  
(Spring 2018)**

Please use this as a supplement to the 2018 Points of Emphasis found on the Web Site.

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

**2017-2018 NFHS RULE CHANGES**

- **Player Equipment (Undergarments (4-1-1d))** – If visible apparel is worn under the jersey and/or shorts, it shall be of a single color matching the predominate color of the respective garment. *Note: This means for shirts worn under short sleeve jerseys white at home and dark away. The same criteria apply for the shorts – match the predominate color of the shorts*
- **Player Equipment (Compression Sleeves (4-1-1e))** – Visible arm compression sleeves shall be of similar length, alike and of a solid color matching the predominate color of the jersey. Visible leg compression sleeves shall be of similar length, alike, and of a solid color matching the predominate color of the shorts. *Note: This means for sleeves worn under short sleeve jerseys white at home and dark away. The same criteria apply for the shorts – match the predominate color of the shorts*  
*Note: VHSL has stated they will not waive this rule!*
- **Player Equipment (4-2-9)** – A soft padded headgear that meets ASTM standards is permitted.
- **Electronic Communication Equipment (5-1-3f)** – Unless prohibited by State Associations, electronic communication devices may be used by the referee crew (VHSL does not prohibit)
- **Kick Off (8-1-3)** – Ball may be kicked in any direction to put the ball in play.
- **Goal (10-1-3f)** – A goal may **NOT** be scored directly from a kickoff into the kicking team's own goal.
- **Free Kicks (13-1-2)** – All free kicks, except for penalty kicks, may be taken in any direction. Freekicks are taken at the spot of the foul except for the reasons listed in 13-2-3, which are taken from the location of the ball when the referee stopped play. Freekicks resulting from fouls committed in the goal area are taken as described in 13-1-3 or 13-1-4. Indirect freekicks for offside (13-2-2b) are taken from the spot when the offending player interfered with play, interfered with an opponent or gained an advantage by being in that position.
- **Penalty Kick (14-1-4)** – The ball should be placed on the ground at the spot or anywhere on the penalty mark. To be in play, the ball shall be moved forward. The player taking penalty kick is permitted to use a stutter-step or a hesitation move provided there is no stopping and the is continuous movement toward the ball. Failure to kick the ball as specified shall be considered a violation by the attacking team and the appropriate penalties shall apply. Shutter-stepping is not an interruption in movement.

**NFHS POINTS OF EMPHASIS 2018**

- **RISK MINIMIZATION (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 PERSONNALLY 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 handing 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.
- **SHINGUARDS** – Shinguards must be NOCSAE certified and both age and height appropriate. They must be worn (bottom edge) with in **TWO INCHES** of the ankle. This is a coach responsibility but should be a visual check item for the referee team.
- **HEADGEAR** – Though not a requirement, headgear is permissible to be used by ANY player.
- **REFEREE COMMUNICATION AND TEAMWORK** – Active and effective communication among referees and with coaches, team captains, and players is critical to ensure successful game management. Conducting a meaningful and thorough pregame with the head coach, team captains and referee team crew provides an opportunity to review important rule changes, ensure the players are properly equipped, discourage rough play, and emphasize a zero tolerance for the use of offensive/abusive language or gestures towards and opponent or an official.

- **RESTART KICKOFF** – ball is in play when it is kicked in ANY direction.
- **PENALTY KICK** – one the kicker starts movement to the ball the kicker cannot stop his or her movement. A stutter-step is permitted, however, continuous movement to the ball is required.
- **LOCATION OF OFFSIDE RESTART** – indirect freekicks for offside are taken from the spot the offending player interfered with play, interfered with an opponent, or gained an advantage by being in that position.
- **REFEREE UNIFORMS** – officials shall be dressed alike in uniforms with primarily black shoes and black socks with horizontal white stripes. *Note: Primary shirt color is yellow, and the alternate is green.*

### 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 as shirts; long under shorts same color as shorts; 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 GAMES**– no sudden victory)
- **Eight Goal/Mercy Rule** – check prior to game if District plays this rule
- **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.**
- **COACH EJECTIONS** - **Coaches must be show cards prior to ejection. Two or three step process. Three – admonish/warn (yellow)/Sanction (yellow/Red); Two – warn (yellow)/sanction (yellow/red). EXCEPTION – Foul/Abusive Language or Referee Integrity.** Coaches ejected from game **must leave bench area** and have no further contact with the team.
- **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!!!!**

- **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 – STUTTER STEP allowed must be continued forward motion– 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 by 0900 following day 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.NET).**
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 – [csoa@comcast.net](mailto:csoa@comcast.net)**