



**UNITED SOCCER LEAGUES**

2003

# Super Y-League Referee Manual



SYL Center  
14497 N. Dale Mabry Hwy # 201  
Tampa, Florida 33618  
Phone: 813-963-3909  
FAX: 813-963-3807  
Website: [www.superyleague.com](http://www.superyleague.com)

## Super Y-League Referee Manual 2003 Season

### Table of Contents

#### 1. Introduction

- a. Mission Statement
- b. Vision
- c. Strategic Direction

#### 2. SYL Procedures

- a. Rules of Competition – Tiebreakers
- b. Game Cancellations
- c. Disciplinary Procedures
- d. Match Reporting
- e. Expenses and Reimbursement Guidelines
- f. Referee Payment and Fee Structure

#### 3. Game Day Operations (supplemental from SYL Operations Manual)

#### 4. Game Management

- a. Referee Requirements – Pre-game
- b. Home Team Responsibilities
- c. Referee Liaison
- d. Clock Management
- e. Substitution Rules
- f. Injured Player Policy
- g. Technical Area
- h. Match Official Security
- i. Lightning Safety / Severe Weather Information

## Super Y-League (SYL) Referee Program

### Mission Statement

The mission of the SYL Referee Program is to ameliorate the capability of SYL to succeed in its mission through the provision of the most qualified officials who will provide the utmost professional officiating services to all of its member leagues.

### Vision

The SYL Referee Program will utilize all of its resources in concert with FIFA, MLS, USL and the US Soccer Federation and National Referee Program in the discovery, preparation, education and training of soccer officials whose performance warrants consideration for promotion to higher level officiating.

### Values

The SYL Referee Program supports the position of MLS and WUSA, with regard to valuing its game officials who are able to distinguish the unique nature of professional soccer in America as defined by the following:

- Position in hierarchy of American sports;
- Position in history of American soccer;
- Position in importance to the growth and development of soccer, as both a spectator and participation sport.

The SYL Referee Program values its game officials who are able to recognize and accept the role of the referee in the game of soccer at all levels.

The SYL Referee Program values its game officials who possess:

- The highest standards of ethics and integrity;
- The highest standards of mental and physical fitness;
- The unique skill of identifying and incorporating into their game assignment the various cultures, beliefs and awareness of the diversities of players and coaches.

The SYL Referee Program values its officials who are open minded to critical self-evaluation as well as the reception of constructive criticism from United States Soccer Federation (USSF) assessors, USL, MLS, WUSA and SYL observers in the analysis of their performance.

### Strategic Direction

The SYL Referee Program will:

- Establish a working and developmental relationship with USSF, to ensure an appropriate environment for education, training, development and assessment of game officials to be appropriately promoted;
- Develop a system by which referees officiating in SYL are assigned to leagues and matches that correspond with their abilities, fitness and experience;
- Provide SYL referees with the appropriate administrative support and information to ensure the highest level of success;
- Provide all member leagues and affiliated teams weekly disciplinary action, and individual player penalty point summaries;
- To enforce the well-defined policy and process with regard to appeals;

# ***USL Referee Services***

---

- To establish a web file for affiliated teams to access information regarding referee services via the SYL web sit
- Continue to develop a team driven referees performance evaluation program;
- Provide for the award of SYL Referee of the Year;
- Explore opportunities of establishing an exchange program with international associations;
- Garner representation on United States Soccer Federation, National Referee Committee.

Procedures of Operation  
Super Y-League  
Referee Services

## Procedures of Operation

### Rules of Competition

The following information provides basic information on competition rules for regular and post-season play in SYL. Periodically, additional specific information will be made available via “Topics” on the Federation website.

### Tiebreaker Procedures - All Leagues

#### Regular Season

During the regular season, games that end in a tie after regulation will then play one 15-minute “golden goal” overtime periods. If still tied, the result is final.

Following SYL Regulations (see Game Cancellations), once the first half is completed and the game needs to be terminated for any reason, the result is final.

#### Post-season / Championship

During the playoffs, games ending in a tie after regulation will play one 15-minute “golden goal” overtime periods. If the match still remains tied, FIFA Kicks from the Mark (penalty kicks) will determine the winner. Any additional “Playoff Specific” information will be made available in Topics on the Federation website.

#### Two-game Playoff Series

Two-game playoff series will take place throughout the A-League playoffs, excluding the Championship Game, and will utilize the following format for tiebreakers:

*Game 1:* If the match is tied after 90 minutes of regulation play, it remains a tie. Overtime will NOT be played to determine a winner.

*Game 2:* If the aggregate score is tied after completion of the second 90-minute match, the winner will be determined by the following criteria (in order):

- *2x15 minute “golden goal” overtime periods*
- *FIFA Kicks from the Mark (penalty kicks)*

### Game Cancellations

#### Officials Present at Venue

#### Authority to Delay or Postpone a Game

Once in progress, a SYL match may be delayed or postponed due to 1) a lack of preparedness of one or both teams to begin or continue playing a game or 2) unfavorable weather and / or other adverse conditions beyond the control of the participating teams which would make the playing of the game impractical or dangerous. Only the referee and SYL office have the authority to delay or postpone a scheduled SYL match. The referee, upon arrival at the stadium, has the final say on delays due to weather.

If a match needs to be terminated and the first half has been completed, the game will count as a full game (win, lose or draw).

If a match is terminated prior to completion of the first half, the home team must immediately contact the League Director and begin discussion on a reschedule date, preferably the next morning. Referees need to notify the home team if they will be available the next day should both teams agree to play and provide contact information.

## Grace Period Before Abandoning a Game

Unless both teams, the referee, and the league office agree to an alternate plan, teams must wait at least one hour before abandoning a game that has been delayed. The home team, in the presence of the referee, must immediately notify the League Director of any postponement issues. The one-hour grace period may be extended, up to a maximum of three (3) hours from the time the match is delayed, if there is a likelihood of resuming the match that day. Given the difficulty and cost of rescheduling, every attempt should be made to continue the game. The referee has the final say on the length of the extended grace period, due to weather. No match will be continued after the 3-hour waiting period without the approval of the League Director. If the first game of a doubleheader has been delayed, the feasibility of completing the second game will be taken into account when determining an extended grace period.

## Before Officials Arrive at Venue

In the event a match is to be terminated less than 12 hours prior to kick off due to unforeseen problems, teams shall contact their league director to expedite the communication process to assigned referees. Every effort will be made by League Office and Referee Assignor to notify you of the change. **Please make sure to have your most current information and best contact number available under your Personal Data on the website.**

## Termination Procedures for Two-Game Playoff Series \*

Both teams and referees must wait at least one hour before canceling a game that has been delayed. Contact must be made immediately with SYL personnel (League Director) at the time of the initial suspension of play and in conjunction with any decision to terminate the match. Keep in mind the ramifications of travel for officials, teams, scheduling of field, etc., when making final decision to terminate. Every effort should be made to play the game when originally scheduled.

*Game 1:* If the match is terminated after the first half is completed, the result is FINAL. If terminated prior to completion of the first half, match will be resumed at the next possible opportunity and played to completion beginning at the minute play was stopped.

*Game 2:* If match is terminated after completion of first half, the match is final. If Game 1 was a draw and Game 2 is tied when terminated (after first half is completed), the match will resume at the minute play was stopped and played to the full 90 minutes, plus tiebreakers, if necessary.

If terminated prior to completion of the first half, match will be resumed at the next possible opportunity and played to completion (90 minutes) plus tiebreakers, if necessary.

*Overtime:* If match is terminated during overtime, it will resume from the point of termination to completion.

*\*SYL, at its sole discretion, reserves the right to continue any playoff game starting immediately with overtime and kicks, taking into account travel and field situations as well as any other pertinent logistical information. Every attempt will be made to decide the result on the field of play in the most reasonable fashion.*

## One Game Playoff Game Termination

If the match is tied, the first half completed, the one hour waiting period fulfilled and there must be a winner to advance, then the following will occur:

- Regulation:* If terminated during regulation, the match will be resumed at the next possible opportunity and played to completion beginning when the play was stopped and will conclude at either 90 minutes or within overtime, followed by kicks from the mark.
- Overtime:* If terminated during OT, the game will resume at the minute that the match was terminated, followed by kicks from the mark, if necessary.
- Back-to-back:* If the teams are scheduled to play the following day, then the match will resume the next morning, starting with the overtime period, followed by kicks, if necessary.

## Disciplinary Procedures

### Player Misconduct Classifications

SYL utilizes a Point System to determine suspensions for yellow / red card infractions. **(Mandatory cautions are shown in bold print.)** Yellow cards are warranted with 3 team points and a red is warranted with 7 team points.

1. Is guilty of Unsporting Behavior (**UB**)
  - a. A penal foul in a reckless manner
  - b. A penal foul while tackling for the ball from behind
  - c. A tactical foul designed to interfere with or impede an opposing team's attacking play
  - d. An act deemed by the referee as bringing the game into disrepute (aggressive attitude, inflammatory behavior or taunting)
  - e. Handles the ball deliberately to score a goal
  - 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 his hands into play
  - i. Verbally distracts an opponent during play or at a restart
  - j. **Verbally 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 teammates 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)**
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 on the Laws of the Game (**PI**)
  - a. Repeatedly commits fouls or participates in patterns of fouls directed at an opponent
  - b. Violates Law 14 again, having previously been warned
  - c. If playing as a goalkeeper, wastes time, having previously been warned or penalized for this behavior
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 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 mid-game 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
5. Fails to respect the required distance when play is restarted with a corner kick or free kick (**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*
6. Enters or re-enters the field of play without the referee's permission (**E**)
- a. **After having previously been substituted**
  - 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 a n apparent offside position
  - b. Other than through the normal course of play

*The actions listed above assist in defining the scope of the basis for a caution and can provide a useful guide in identifying the specific behavior that the Laws of the Game consider unacceptable. It is critical, however, for Referees to distinguish between those relatively few actions for which a caution is mandated by the Laws of the Game and the remaining actions for which a caution is discretionary.*

## Offenses Justifying a Player Send Off

A player shall be shown a red card and sent off if he or she commits any of the following seven (7) offenses:

- Commits a serious foul play (**SFP**)
- Guilty of violent conduct (**VC**)
- Spits at any person (**S**)
- Denies an opponent of a goal or goal-scoring opportunity by deliberately handling the ball (excluding the Goalkeeper) within his or her own penalty area (**DGF**)
- Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal, punishable by a free kick or a penalty kick (**DGF**)
- Uses offensive, insulting or abusive language (**AL**)
- Receives a second caution in the same match (**2CT**) – *SYL specific – Please identify the actual foul that causes the player to receive the second caution. Points for this second card are counted in the disciplinary points totals for this player.*

## Guidelines for Send off (current match)

Players and coaches sent off from the field of play must be met at the sideline at midfield by home team security and escorted to the locker room, and are not permitted to watch the game. They must remain in the locker room for the remainder of the match. Additionally, coaches are not permitted to communicate with their team staff or players during the remainder of the game, and are not allowed to remain in the locker room during half time. The type of communication prohibited would include: cellular, 2-way radios, electronic / digital, written or verbal. Players or coaches returning to the field of play during or directly following the match are subject to additional sanctions.

## Other Game Misconduct

### Game Official Assault or Abuse

# USL Referee Services

---

In addition to enforcing USSF sanctions, the League may impose additional fines and / or suspension.

## Coach / Staff Caution & Ejections

Referees at their discretion may warn or dismiss coaches and team staff for unprofessional behavior. Dismissed coaches and staff members are to be escorted directly to the locker rooms and may not return to the field of play. Any coach or other Team Staff member not acting in a professional manner in the opinion of the League, whether or not the incident is reported in the Referee Game Report, shall be subject to a fine and / or suspension. Referees are instructed not to physically show a red card to non-players.

### Suspended Coaching Staff

Managers, coaches, assistant coaches or trainers serving a suspension shall be prohibited from assuming any official function on or near the field of play. The following restrictions apply:

#### Pre-Game

Coaches / Staff **are** allowed to communicate pre-game information in the locker room prior to the match. However, they **are not** allowed on the field of play or its surrounding area during pre-game warm-ups.

#### Game time (including halftime)

- Field Access -- At no time during the game are coaches / staff allowed on or around the field of play and its surroundings.
- Communication -- There is to be no communication via written, verbal, cellular or electronic with the team bench.
- Stadium Seating -- The coach / staff member must sit in the press box. The coach / staff is **not** permitted to sit in the stands as a "spectator". If it is not possible to sit in the press box, then they are prohibited from attending the match.
- Locker Room Access -- The coach / staff member is not allowed to be in the locker room at any time during halftime.
- Post-game -- The coach / staff member may join their team in the locker room, but not on the field of play or its surrounding areas.

***Please note on the Game Report and / or supplemental report any suspended coach not adhering to the above restrictions.***

#### Entering the Field

A Player, Coach or other Team Staff member entering the playing field during a SYL game when not authorized to do so shall be fined and / or suspended by the League. No player, coach or team staff member shall threaten a referee either verbally or physically nor make contact in any manner either before, during or after the match.

#### Approaching Game Officials

Coaches and Team Staff shall not approach Game Officials prior to the game, at the end of the half, on the way to or from the locker room to lobby for a certain call or approach to the Game, or to criticize a Game Official's performance. The Coach's Evaluation of Referees is the proper vehicle to express such opinions. The Referee shall report all such incidents in the Referee Game Report, and offending individuals shall be subject to a League fine and / or suspension.

#### Procedure for Escorting Officials Off the Field at Half Time and After the Match

Security officers must be present, when necessary, to escort officials to and from the field. They are to meet officials on the field and escort them to the door of their locker room. Security officers shall be prepared, when indicated, to provide an escort to the officials' respective vehicles.

## Major Game Misconduct

In addition to those offenses set forth above, major fines or suspensions, *at the sole and absolute discretion of the League*, shall be levied against Players (whether or not they were awarded a card by the Referee), Coaches or other Team Staff for such game conduct as fighting, provoking a fight, criticizing Game Officials with words or gestures, entering the Game Officials' locker room, physical contact with Game Officials separate from Referee Assault, using excessive force, deliberate attempts to injure, spitting, provoking crowd disorders, profane language that can be heard by the crowd or broadcast audience, obscene gestures, improper conduct during the national anthem, taunting, abuse of spectators and others, failure to leave the field when instructed by the Referee to do so, improper conduct following the award of a card, excessive delay tactics or excessive and obvious feigning of injuries, or other unsportsmanlike conduct detrimental to SYL. The League may levy fines and / or suspensions for such behavior whether or not it is reported in the Referee Game Report.

## Match Reporting

SYL realizes that not every team or official has the ability to e-mail a game report to SYL after the game. However, there are too many game reports received that are illegible (handwriting, fax, etc.), as well as reports that are not properly or fully completed. Player discipline is dependent upon accurate game reports.

### Game Reports

Referees must complete with the home team manager a signed copy of the **SYL Score Sheet**. This report documents cautions and send-offs; reason(s) for the offense and details the incident(s) with a code. The electronic form is automatically formatted so all that needs to be done is to pull down the appropriate misconduct(s). After stating the reason for the misconduct, please provide a code following the guidelines on the report that warranted the caution or dismissal.

The home team is responsible for submitting the **SYL Score Sheet** to the SYL Regional Administrator within twelve hours after conclusion of the match. Failure to meet this minimum standard by the team results in a fine levied by the league. **A US Soccer Supplemental Game Report for each separate and unusual incident or send-off must also be submitted via fax and / or e-mail to the SYL Regional Administrator in the referees respective region.** The supplemental may be e-mailed / faxed to SYL up to a maximum of two days following the match.

*Referees are also responsible to validate score sheet and sign each document.*

## Payment of Referees – completed and / or cancelled games

The fees for officiating games are set by SYL, and subject to regular review. Referees and Assistant Referees are eligible to be compensated for services and receive full pay if they:

- Arrive at the proper time and perform assigned services.
- Sign the Score Sheet with the referee liaison or other team official.
- Arrive at the proper time, but for some reason the game has been already postponed without the referees being properly notified in advance.
- Arrive at the proper time and either of the competing clubs fails to appear for the game.
- Perform assigned services, but for some reason, the game is not completed.
- Travel to the field, but the game is not played due to an error by the league or teams.
- Depart for assigned duties but the game is postponed due to inclement weather. In such a case, 50% percent of the game fee and 100% percent of the travel costs are reimbursed.
-

# USL Referee Services

---

## Nonpayment of Referee Fees

All teams are under a strict requirement to pay officials on the day of the match in cash. Officials must notify the SYL Regional Administrator, in which contact information is provided on the web site. Teams that do not pay referee fees and expenses within the time allotted are subject to a number of disciplinary actions, including the doubling of fees / expenses and the cashing of a team's Performance Bond. An administrative fee of \$100 will be charged for each delinquency that prompts a draw on a team's Performance Bond.

- Officials who receive any payment(s) that are returned from a bank, must notify the League Director in writing, ASAP. We will then communicate with the team and expedite payment to officials from the team.
- Officials must notify the League by letter or e-mail no later than 1 SEPTEMBER of the current season in order to have the matter investigated and resolved. If the League is not notified by 1 SEPTEMBER (unless the matches are after that, i.e., Championships, etc.), no action will be taken by SYL to reimburse fund.



## Referee Fees

### 2003 Preseason Match Fees

*(No travel expenses shall be paid for preseason matches without a paid gate)*

SYL	Referee	\$ 45
	Assistant Referee	\$ 25

## Assignor Fees

SYL	Assignor (per match)	\$ 12
-----	----------------------	-------

### 2003 Finals Match Fees

Fees for SYL Finals will remain the same as regular season match fees for 2003.

### Match Times

*All matches relative to kick-off times are identified on [www.superyleague.com](http://www.superyleague.com).*

### International Matches

Fees shall be established by U.S. Soccer and paid at completion of the match. These games will be posted by US Soccer on the United States Soccer Federation Referee Assignment & Assessment Schedule Assignment Database Website. ALL travel expenses for these matches will be paid by the team, **not** through the League office.

Game Procedures  
Super Y-League  
Referee Services

## Game Procedures

To plan, prepare and implement the game day operations in a consistent manner, an overall game procedures system has been developed. Each home team shall comply with these game procedures.

### Game Day Presentation

Each team's game day presentation objective shall be to ensure a professional and consistent "look" for all SYL games. This shall be accomplished by adhering to uniform standards developed by SYL. While variations resulting from local traditions are expected, the team shall ensure the game day presentation is highly professional. Each team shall develop its own signature presentation, which shall remain consistent throughout the season.

The following procedures shall apply to all SYL games, including, but not limited to, all regular season, exhibition, playoff, championship, Open Cup, All-Star, and international games in which any team or Select Team participates, other than unadvertised scrimmages or practice games at which no admission is charged or moneys collected.

### Pre-Game Procedures

Prior to kick-off, SYL pre-game procedures, as described below, shall be implemented. While these procedures shall not vary, additional activities may be included based on the home team's game day entertainment, presentations, and dignity or VIP recognition.

#### Exchange of Team Lineups

Visiting team must fill out game roster and deliver to the home team (25) minutes prior to kickoff. The home team must deliver **both** game rosters to the referee at least (15) minutes prior to kickoff.

#### Team Warm-ups Period

Each team shall be entitled to a concurrent warm-up period of TWENTY (20) minutes which shall end pursuant to the *Coaches / Referees Competition Timeline*. Following the pre-game warm-up period, the *Field Manager* shall order the players and coaching staff to the locker rooms. Referees check Game day line-up sheets, player equipment and ID's.

#### Officials and Starting Team Entry

The game officials and starting teams shall enter the field at the time specified by the *Coaches / Referees Competition Timeline* for introductions and the National Anthem. Each team's player introductions shall meet the following criteria.

- The Teams shall be at the field center line in presentation formation for the National anthem(s);
- During TV Games, all National anthems shall take place during the TV window of :02:00 to :04:30

#### Coaches and Reserve Players Entry

Prior to the start of the pre-game introduction ceremonies, the coaches and reserve players shall enter the field and walk along the sidelines to their team benches.

#### National Anthem

The National Anthem of the home team shall be played immediately following the entry of the players as dictated by the *Coaches / Referees Competition Timeline*. Both teams shall remain in public view and pre-game presentation formation during the National Anthem and all players shall face the flag. If the visiting team is from another country, the visiting team's National Anthem shall be played first and their country's flag displayed. The home team's anthem shall follow. In this case the *Coaches / Referees Competition Timeline* shall be adjusted.

## Demeanor

During the National Anthem(s), the head coach, trainer, physician, and other authorized bench personnel shall remain standing on the touchline facing the flag. The game officials shall stand at center field facing the flag. Players and game officials shall refrain from jogging in place, chewing gum, and talking. A respectful appearance shall be maintained.

## Introduction of Game Officials, Coaches, and Players

The game officials, coaching staff, and players shall comply with the introduction procedures designated in the game day information sheet.

- At a time designated on the *Game Day Home Team Itinerary Sheet* and in the manner set forth in the game day information, the referees shall be introduced first, starting with the referee, senior assistant referee, junior assistant referee and the fourth official (if applicable).
- The visiting team's starting lineup shall be introduced after the game officials and in the order listed on the starting lineup. The head coach and assistant coach(es) shall remain on the sideline but shall be introduced after the visiting team.
- The home team's starting lineup shall be introduced according to team preference. The head coach, assistant coach(es), trainer, and team physician shall remain on the sideline but shall be introduced after the home team.
- The home team shall script the introductions for the PA Announcer.

## Flag

The home team shall ensure the flag of the United States and / or Canada is displayed at all home games. In the event the opponent is from a foreign country, that country's flag shall also be displayed.

## Supervision

The *Field Manager* appointed by the home team shall oversee the pre-game procedures and ceremonies of each home game.

## Game Procedures

The game shall commence on the referee's signal. During the game, the referee is in control and in charge of the game. In conjunction with the *Field Manager* and *TV Red Hat*, the referee shall ensure the game begins at kickoff and second half at the time so designated on the *Coaches / Referees Competition Timeline*.

### Timing for the Game and Game Clock

- The official time shall be displayed on the stadium clock, but the time remains under the control of the referee at all times. Before the game the clock shall be set at 0:00 and shall run up to 45:00. After halftime the clock shall be reset to 45:00 and run up to 90:00. *Note: The clock is NEVER to be stopped for the last two minutes of the game.*
- Halftime shall consist of 15 minutes. At the end of the first half, the clock shall immediately be reset to 0:00 and run up to 14:00. At 14:00, the timekeeper shall reset the clock to 45:00.
- The Referee shall signal the start of each half, ensuring the second-half clock is at 45:00 prior to his signal. The referee shall signal for play to begin or to recommence by raising and dropping his arm and blowing his whistle.
- The home team must provide a coordinator, equipped with a device to communicate with the clock operator.
- During the course of the game, the referee may adjust the official time on the scoreboard clock.

# USL Referee Services

---

## Player Passes

Every player must have a current SYL or US Club Soccer player registration card. Passes must be presented in conjunction with the official team lineups. If no card is presented, the player must show some proof of picture identification (driver's license, passport, green card, etc.). The game will then be played under protest subject to League verification.

## Team Rosters

A total of EIGHTEEN (18) players may be placed on the team's *Scoresheet*.

## Game Length

<u>AGE</u>	<u>GAME LENGTH</u>	<u>HALFTIME</u>	<u>OVERTIME</u>
U14	2 X 35	12	1 X 15
U15	2 X 40	12	1 X 15
U16	2 X 40	12	1 X 15
U17	2 X 45	12	1 X 15
U19	2 X 45	12	1 X 15

If the game is tied at the end of regulation, teams shall play one (1) 15-minute "golden goal" (sudden death) overtime period.

If the game is still tied at the end of the 15-minute overtime period, the final score will remain a tie.

## Player Substitutions

### Regulation Time

A team may have no more than 18 players eligible for games. A player may be substituted once in the first half. Once the player has been substituted the player may not re-enter the match until the second half. Once player is substituted in the second half, if or if they have not played in the first half, the player may not re-enter the match.

### Overtime

If a match continues in overtime a team may have a maximum of 3 substitutions before or during the overtime period.

### Entering / Re-entering a Match

Substitutes shall report and submit a substitution pass to the fourth official or assistant referee at midfield, and may not enter the field without the permission of the referee. A sub may be made at any dead ball.

## Substitution Passes

All substitution passes shall be verified with the game day line-up sheet by the Referee crew prior to the match.

## Putting a New Ball into Play

When the ball goes out of play beyond the sideline or over the goal line, the nearest ball boy or ball girl shall make sure that the player putting the ball back into play has a ball for the restart as quickly as possible.

## Halftime Activities

Halftime shall officially begin as soon as the referee blows his whistle signifying the end of the first half. The duration for all games shall be FIFTEEN (15) minutes unless otherwise authorized by the League.

## Second Half Preparation

FIVE (5) minutes before the start of the second half, each team shall be notified by the team liaison. No later than THREE (3) minutes before the start of the second half, each team shall exit the locker rooms for the field. The *Team Liaisons* shall ensure teams are notified of the three-minute warning.

## Post-Game Procedures

At the conclusion of the game, whether following regulation, overtime, the following post-Game procedures shall be followed:

### Official Score Sheet

The *Home Team Manager* shall fax to the League Regional Administrator (and other parties required by the league) a copy of the final score sheet signed by the referee and initialed by both the home and visiting coaches.

### Referee Game Report

The Referee shall submit the *Referee Game Report*, to the Field Manager. The Home Team Manager shall have it faxed to the League office immediately. A copy of the Referee Game Report form is included in the Referee Section of this manual. In the event there are any send-offs, the Referee is REQUIRED to include a separate SUPPLEMENTAL GAME REPORT.

### Home and Visiting Team Minimum Standards Game Report

Each team shall complete and file a *Minimum Standards Compliance Form* for any observed violation of SYL minimum standards and to report comments of a positive or negative nature regarding a game or the conduct of either team. These *Minimum Standards Compliance Form* shall be completed by the team Director of Operations or General Manager and faxed to the League within 48 hours of the game. Copies of each are found in the Forms Section of this manual.

## Field Regulations

### Field Regulations

The Field Manager shall meet with the Referee at least *SIXTY (60)* minutes prior to the kickoff to assure the field is properly marked, the goals are in place and secure, the nets are properly fastened, the corner and midfield flags are proper and in place, and the balls are properly inflated.

#### Playing Field Dimensions and Markings

The game shall be played on a field that remains a constant size throughout the league season, unless the League approves a change at least *SEVENTY-TWO (72)* hours in advance of the game. The dimensions and markings of the field shall conform to the FIFA Laws of the Game.

#### Condition of the Field of Play

Each team shall work with its stadium management to ensure the field is in the best possible condition for each game.

#### Grass Specification

The grass length on game day shall not exceed *ONE and ONE-HALF (1 1/2) inches*.

## Corner Flags, Halfway Mark, and Center Circle

Corner flags shall be on posts not less than *FIVE (5) feet high* with non-pointed tops. A halfway line shall be marked across the center of the field. The center of the field shall be so marked and have a circle, which has a *TEN (10) yard radius*, drawn around it. Corner flags may not have logos.

## Goal Area

At each end of the field, a line perpendicular to the goal line shall be drawn parallel on each side of the goal and *SIX (6) yards from each goalpost*. This line shall extend *SIX (6) yards into the field of play from the goal line*. A line running parallel to the goal line shall be drawn connected to two perpendicular lines, forming the “goal area.”

## Penalty Area

At each end of the field, a line perpendicular to the goal line shall be drawn parallel to each side of the goal and *EIGHTEEN (18) yards from each goalpost*. This line shall extend for the *EIGHTEEN (18) yards into the field of play from the goal line*. A line running parallel to the goal line shall be drawn to connect the two perpendicular lines, which shall form the “penalty area.”

## Corner Area

At each of the four corners of the field, measuring from the corner flags post, a circle having a *radius of ONE (1) yard* shall be drawn inside the field of play.

## Goals

Each goal shall be centered on the goal line and equal distance on each side from the corner flags. Game day goals shall be the size approved by FIFA.

## Bench Area

Both the home and visiting team’s benches shall be placed on the same side of the field, on the side designated by the stadium field plan. The home team shall designate the bench locations at the start of the season, and shall not change these locations during the season. The bench area shall be marked according to FIFA’s technical area markings.

## Game Conduct

### Player Appearance and Travel Dress Code

Players and all team staff shall maintain a neat, clean, and professional appearance at all times while in public. All members of the travel party shall wear a coat and tie, team polo shirt and slacks or dress shorts, team warm-ups, or other distinctive and suitable team apparel. No uniform shorts, T-shirts, or sandals shall be permitted.

A dress code shall also be in effect as outlined above for home team players and staff to and from the stadium and at post-game events. The head coach shall also designate appropriate team apparel to be worn at all non-game player activities and appearance.

### Player Uniforms, Equipment, and Identification

Each player shall be uniformly dressed in jerseys, shorts, and socks for pre-game introductions and the Game. Players shall ensure that their shirts are tucked in and their socks up while on the field and bench, for both pre- and post-game activities. Only game roster players may be in uniform; other players shall be in warm-ups. No player shall sit on the bench in street clothes.

## Uniform and Equipment Specifications

All players shall wear uniforms supplied by their home team's Official Uniforms and Footwear Supplier, unless so released from this obligation due to a pre-existing shoe contract.

## Goalkeeper Uniform and Equipment

The goalkeeper's uniform shall be different colors than both teams and the referee's uniform. The goalkeeper uniform and equipment shall conform to FIFA and SYL guidelines.

## Compression Pants

Slide pants (or thermal compression shorts) may be worn under uniform shorts if they match the predominate color of the uniform shorts. All players wearing slide pants shall wear the same style, *which may not extend more than TWO (2) inches below the uniform shorts* and beyond the top of the knee.

## Other Equipment

All players in uniform on game days shall wear shin guards. Equipment deemed dangerous by the referee shall be removed and all FIFA equipment rules shall be complied with and enforced by the referee.

## Coaches, Trainers, and Non-Playing Bench Personnel Attire

Coaches and assistant coaches are strongly encouraged to wear a coat and tie or polo shirt and slacks during the game. Jeans and soccer shorts are prohibited. During championship games, coats and ties are required.

## Approaching Game Officials

Coaches, assistant coaches and other team personnel shall not be permitted to enter the playing field to approach the game officials before, during, at halftime or at the conclusion of any SYL game. Game officials shall report such behavior, which is subject to League disciplinary action. Similarly, team staff shall not confront game officials in the locker room, corridor, parking lots or any area surrounding the *Game Officials Locker Room*.

# SYL Injured Player Removal Policy

## Referee Guidelines

Given the changes relative to game officials being in complete charge of game timing as is common in international competitions, ***referees will no longer "stop the clock"*** for time lost through situations described in Law 7 of the FIFA Laws of the Game (substitution, assessment and removal from the field of injured players, wasting time, or other causes). Instead, the time lost will be managed on the field by the referee, who has complete discretion regarding the exact amount of time to be recovered. The intent of Law 7 is to recover the time lost due to excessive delays for injuries, substitutions, goal celebrations and so forth.

Serious injuries, however, are likely to be the most common sort of situation for which the referee is called upon to "add time" at the end of a period of play. The time to be recovered includes the original assessment of the injury and, where necessary, the removal of the injured player from the field by medical personnel.

With television restrictions as a paramount concern, it is absolutely imperative that trainers cooperate with referees in the application of the following FIFA and USSF guidelines.

- a. If a player is seriously injured, the referee shall stop play.
- b. After assessing the condition of the injured player, the referee shall authorize one, or at the most, two medical staff to enter the field to ascertain the type of injury and to arrange to players swift transport off the field (but not to treat the injury on the field).
- c. Any player suffering from an open wound is compelled to leave the field to have the wound treated.

- d. To remove the player as quickly as possible, stretcher-bearers shall enter the field with a stretcher immediately upon being beckoned by the referee.
- e. If the referee has determined that the player must leave the field due to injury, whether or not medical personnel has been beckoned to assist the player, the injured player is required to leave the field, either on foot or on the stretcher. If the player refuses to comply, the referee shall caution him for hindering the restart of play.
- f. If a player has received permission from the referee to leave the field during play for an injury that is serious, that player must have the referee's permission to re-enter the field. If the ball is in play, such a player may only re-enter the field across either of the touchlines. When the ball is out of play, the player may re-enter across any of the boundary lines. Only the referee is authorized to allow an injured player to re-enter the field whether the ball is in play or not.
- g. If a player is bleeding, he must leave the field immediately to have the bleeding stopped and his skin and uniform cleaned as thoroughly as possible (or replace the uniform with a clean one). When the player is ready to return to the game, the referee will inspect the injured area and the uniform for blood at a stoppage in play before giving his permission to re-enter the game. The referee may delegate this task to the fourth (4<sup>th</sup>) official. The referee inspection can occur only at a stoppage in play and the player may then enter the field from any point on the boundary line. The referee will not stop play for his player's re-entry, but will wait for a stoppage called for some other reason.
- h. If play has been stopped solely for a serious injury with no other breach of the laws of the game, the referee shall restart play with a dropped ball.
- i. The referee shall add on time lost on account of injury (with or without medical attention on the field) in full at the end of the half (or overtime period) in question.

Nevertheless, nothing shall be done that would potentially cause further permanent injury to a player. In the case of on-field injuries, it is incumbent on the referee and medical personnel to communicate with each other, and to use their best professional judgment.

Under no circumstances shall a player be removed if there is an injury to the head, neck, or back until it can be accomplished without risk of further injury or permanent injury to the player. Similar restraint shall be shown for injuries that are deemed to be potentially limb threatening; however, for the majority of less serious injuries, the trainer will oversee the removal of the player from the field. The trainer and referee shall work together to ensure the safety and well being of the player while trying to return him to play as soon as possible.

## Trainer Guidelines

Adhering to these guidelines, the Trainer shall utilize the following Universal Trainer Hand Signals to facilitate the care of an injured player.

1. **Ambulance:** Trainer raises hand overhead, extends index finger and rotates finger mimicking the lights of an ambulance siren.
2. **Physician:** With index finger of either hand, trainer points to the corner of his / her ipsilateral eye.
3. **SPLINTS:** With hands in clenched fists, trainer strikes thumb sides of hands together.
4. **Spine Board:** With hands together, palms open and pronated, trainer moves hands apart as if describing a flat surface.
5. **Stretcher:** Universal signal employed by all FIFA officials when signaling for a stretcher.

## Emergency Medical & Evacuation Plans

Every team shall establish game day emergency medical and evacuation procedures. Above all, necessary precautions shall be taken to ensure spectator, team, and staff safety at all times. As most teams do not own their stadiums, it is imperative that security, stadium management, and a team official discuss and coordinate these procedures prior to Opening Game.

## Medical Emergency Plan

Medical emergencies create a need for immediate medical attention on the field, in the stands, and in press / VIP areas. In addition to field injuries wherein a player is injured during the game, non-participant emergencies may include heart attacks, eye injuries, head or neck trauma, heat exhaustion, obstetrical (labor) emergencies, insect or bee stings, respiratory (choking) problems, fractures, allergic reactions, etc. Utilize the following basic parameters in developing team policies.

- Assign staff to report initial problems to the Field Manager; notify security and any on-site EMS agency immediately of the problem and location; and deploy a Staff member to the scene.
- Once the Medical Response Team arrives and relieves the Staff member, the Staff member shall record initial information, including time, location, and who placed the injury call, before they leave the accident/injury area. This information shall be recorded on the Stadium Incident Report form provided at the end of this section.
- If the patient is transported to the hospital, the designated Staff member shall record the time of departure, which hospital the patient was transported to, and who transported the patient.
- Emergency equipment on site shall be listed in the plan and its location shall be detailed.

## Team Physician

In addition to the medical emergency plan, the home team shall have a qualified physician and / or certified athletic trainer available at each home game. At no time shall a player be subjected to risk or aggravation of an injury by removing him from the field. Additionally, an ambulance and crew shall be available on site (*A-League specific*) and on-call (*D3 specific*).

## Evacuation Plan

In the event that a stadium, or parts thereof, need to be evacuated due to an Act of God (earthquakes, hurricanes, and floods), bomb or terrorist threats, fire and smoke, etc., each team shall develop, in conjunction with their stadium, a **Disaster Action Plan for Game / Event Day Staff and Volunteers** utilizing the following format and including the following specifications:

- directions on how to safely and quickly remove all spectators, teams and staff from the effected area
- a detailed list of on-site employees responsible for overseeing an evacuation
- a detailed notification system for law enforcement agencies, fire, or other emergency response departments.

## Disaster Action Plan for Game / Event Day Staff and Volunteers (Team Venue)

The following information is to provide you with a brief outline of what to do in the case of any type of unnatural event, including fire, an act of terrorism, various natural disasters, or medical emergency. This document is by no means a comprehensive list. If you see anything not covered here during your tenure with (**insert Team Name**), please notify (**insert Game Day Operations Director**) immediately. (**Insert first name**) can be reached at: (**Insert email address**) or (**insert phone number**). We thank you in advance for your participation in the safety of all events at (**insert Venue**).

*Please be sure to read this document carefully as the safety and well being of our fans could depend upon your knowledge of the information contained herein.*

## Fires

- Fire extinguishers are located throughout the stadium. When you reach your work area, make sure to locate the nearest one. If you do not see one immediately available, contact your supervisor and they will advise you of the location.
- Should you see a fire, immediately isolate the area by closing all doors (if applicable); alert all people who may be in immediate danger and help them out of the area; find someone with a radio and ask them to call the Command Center (if applicable) or Game Day Operations Director to alert them to the situation.
- Assist in the evacuation of the area or stadium as directed by your supervisor.
- Keep all unnecessary people out of the danger area.
- Help direct the Fire Department when they arrive.
- Get out of the danger area immediately upon clearing the danger area of people.
- Follow any further orders given by your supervisor.

## Bomb Threats / Suspicious Devices

- If you come upon a suspicious looking package or device, DO NOT TOUCH the item. Immediately notify your supervisor who will then notify the appropriate personnel to initiate the Bomb Threat Action Plan.
- Keep all people at least 300 feet away from the area. Stay until the Fire Department Bomb Squad arrives and secures the area. They may need your help.
- Assist in the evacuation of the area or stadium as directed by your supervisor.
- Follow any further orders given by your supervisor.

## Weather-Related Events

Peak season for severe weather varies throughout the United States and Canada, with the main risks running from May – July. Additionally, the worst time for severe weather to occur is in late afternoon and early evening, the same time as almost all scheduled matches for SYL. For this reason, you must keep an eye to the sky if it begins to look threatening. Remember, severe weather can occur very rapidly and without much warning.

- If you notice the sky becoming threatening, notify your supervisor. They will, in turn, contact the Command Center with this information.
- Should a fan ask you about the impending weather, let them know you have informed your superiors and that they are monitoring the progress and will inform the fans should protective measures need to be taken.
- If it begins to storm, assist all people who decide to leave their seats, paying close attention to possible developing safety risks or hazards.
- Assist in the evacuation of the area or stadium as directed by your supervisor.
- Reassure the fans that the stadium is structurally sound and if they move underneath they will have **partial** protection from the elements.
- In the case of a hail storm, assist guests to the nearest exit and try to keep them calm.
- Should you spot a tornado, immediately notify your supervisor. Upon direction from your supervisor you may begin to help patrons to the lowest area. If you have time to get them under the stadium, do so. If not, have them hold onto the nearest solid structure, drop to the ground and cover their heads. Remember, tornadoes can drop out of severe storms with little to no warning, so for this reason, it is vital that you keep watching the sky during impending severe weather.
- Assist with any medical emergencies following the weather event (see below).

- Remain calm as you assist the fans; many may be shaken by what just happened. Your reassurance will work wonders for all involved!

## Medical Emergencies

- Should you encounter someone having a medical emergency – heat stroke, heart attack, broken bone, allergic reaction, etc., stay with the guest and send for help.
- Immediately notify your supervisor or the nearest person with a radio. Be sure that help is on the way. Try to make them as comfortable as possible.
- Do not attempt to move or treat medical emergencies unless you are licensed and trained in CPR or the medical field.

## Standard Evacuation Procedures (change below according to venue specifics)

The stadium has (**fill in appropriate number for your specific venue**) gates to facilitate the quick exit of patrons in the event an evacuation order is issued. When this occurs, remain calm. Your demeanor and clear head may ultimately save the life of someone around you. Follow the instructions of your supervisor.

- Avoid crowding or undue haste.
- From the upper levels, descend the ramps with special care.
- When out of the building, move as far away as possible onto grassy areas and well off the roadways.
- Out of the Club Loges, proceed to the nearest stairway or ramp and out of the stadium.
- From the Locker Rooms, go through the player entrance and into the employee parking lot.
- From other enclosed areas, find the nearest open exit.
- In case of fire, **DO NOT USE ELEVATORS!**
- Locate and assist any physically challenged patrons in their efforts to leave.
- Use common sense when faced with unusual situations and always get direction and help from your supervisor if needed.

## Stadium Incident Report

Date: \_\_\_\_\_ Stadium: \_\_\_\_\_

Severity:    ? Critical    ? Significant    ? Minor

Incident Type:

- |   |   |  |
|---|---|--|
| <input type="checkbox"/> Automobile         | <input type="checkbox"/> Fan Incident     | <input type="checkbox"/> Facilities      |
| <input type="checkbox"/> Concessions (Food) | <input type="checkbox"/> Medical / Injury | <input type="checkbox"/> Property Damage |
| <input type="checkbox"/> Property Theft     | <input type="checkbox"/> Ticketing        | <input type="checkbox"/> Other           |

Parties Involved:

- |  |   |                                 |
|--|---|---------------------------------|
| <input type="checkbox"/> Ticket Holder | <input type="checkbox"/> Staff / Volunteer      | <input type="checkbox"/> Player |
| <input type="checkbox"/> Officials     | <input type="checkbox"/> Stadium Representative | <input type="checkbox"/> Other  |

Time of Incident: \_\_\_\_\_(am/pm) Location of Incident: \_\_\_\_\_

Name(s) of Parties / Co.

<i>Name</i>	<i>Address</i>	<i>Phone Number</i>
_____	_____	_____
_____	_____	_____
_____	_____	_____

Description:

---

---

---

---

Resolution / Action Steps:

---

---

---

---

Witness #1

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Telephone: \_\_\_\_\_

Description of Incident:

---

---

---

Witness #2

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Telephone: \_\_\_\_\_

Description of Incident:

---

---

---

1. If there was a Staff Member involved:

A. What was the Staff Member doing at the time of the injury? (Please be specific. Identify tools, equipment or materials the Staff Member was using.)

---

---

2. If there was a physical injury:

A. Injured person's description of injury / attitude of comments:

---

---

B. Aid given:

---

---

# ***USL Referee Services***

---

3. If there was a vehicle involved:

Vehicle #1

Year: \_\_\_\_\_ Make: \_\_\_\_\_ Model: \_\_\_\_\_ License Plate: \_\_\_\_\_

Registered Owner: \_\_\_\_\_

Address: \_\_\_\_\_

Driver's License No.: \_\_\_\_\_ Issuing State: \_\_\_\_\_

Driver's Name: \_\_\_\_\_ Passengers: \_\_\_\_\_

Address: \_\_\_\_\_

Phone numbers : (H) \_\_\_\_\_

(W) \_\_\_\_\_

Email address: \_\_\_\_\_

Game Management  
Super Y-League  
Referee Services

## Game Management

### Referee Requirements – Pre-Game

- **Officials** should arrive at least one hour before scheduled kick-off. \*
- **Field** – Determine the fitness of the field for play. Player safety must be the most important factor. At least one hour prior to kickoff, the game officials shall inspect the playing field and equipment, including the playing surface, goals, netting, match balls, corner flags and markings. In the event that any discrepancies are identified, including nets that are loose or torn, goals that are out of place, exposed drainage areas, missing or incorrect markings, etc., the referee shall notify the field manager, who shall be responsible for correcting any problems. The referee has the authority to postpone a game if, in the referee's opinion, the field is unsafe for the players. In such a case, the referee shall inform both teams of the decision.
- **Rules of Competition** – Officials must be aware of the SYL Rules of Competition including any amendments to the Laws of the Game.
- **Referee Uniform** – All officials are required to supply their own uniform. SYL competitions require the use of the USSF approved striped uniforms (gold, red and black).
- **Emergency game-day changes / issues** – Any issues need to be coordinated through SYL Regional Administrator or Referee Assignor.

*\*If all Match Officials are not at the venue at least 30 minutes prior to kick-off, the referee and team must contact their regional administrator.*

### Home Team Responsibilities

The following are **mandatory** requirements:

- Field properly marked
- Goals with nets attached
- Flag posts for corners and midfield
- Substitution passes
- Officials table (when applicable) at midfield with at least two chairs
- At least three and no more than eight match balls
- Two complimentary tickets per crew member (if pro game proceeds)
- Own locker room, towels and hot shower facility (if available)
- Refreshments, including but not limited to cold water

### SYL Premium Gift Policy

SYL does not allow teams to offer any game-day premium items to officials.

### Referee Liaison

The Referee's Liaison shall assist the officials with pre-match, halftime and post-match requests and needs. During the match, the referee liaison should be readily available and this location will vary depending upon league, venue, etc., and should be arranged prior to kick-off.

## Duties of the Referee Liaison shall include

- Contact assignor prior to the match day with regard for confirmation on referee attendance.
- Provide appropriate access to stadium parking
- Arrange for distribution of appropriate game day credentials and tickets for traveling officials and US Soccer assessors
- Confirm in advance of referee field inspection that field markings, nets, corner flags, bench areas meet appropriate standards and advise referee of areas in question
- Confirm the proper placement of officials table when appropriate
- Coordinate the procedure by which ejected players shall be escorted from the field
- Arrange for match balls to be inspected by the officials
- Arrange for a review of procedures with ball persons at an appropriate time
- Coordinate that each team has the following
  - Four substitution passes
  - Game Timing Sheet
  - Game Day Line-up Sheet
  - Incident Report
- Distribute to game day officials two (2) complimentary tickets (if pro game proceeds)
- Facilitate communication with game and team personnel

## Referee Report Forms

At the conclusion of the game, the referee shall submit the Referee Game Report to an official team representative. The referee has a duty to report any rule violations or game day procedure discrepancies or problems on the Referee Game Report or U.S. Soccer Supplemental Report.

## Clock Management

Official time will be kept on the field by the referee.

### Stadium clock operation

Must count forward from **0–45:00** and from **45:00–90:00 (0 – 10:00 / 15:00 OT)**

Note – Not all teams will have the capability for their stadium clocks to run time up to 45, 90 minutes. In these cases, stadium clocks need to be set to run from **45:00–2:00 (10:00 / 15:00 – 2:00 OT) for each half.**

### Displaying of extra time

The amount of extra time in each half/OT will be conveyed by the Referee to the Assistant Referee.

### Clock Coordinator

This person must be seated near the AR on the same side as both teams to assist them with communicating the amount of extra time, substitutes, cautions, etc.

## Goalkeeper Substitution

This explains the mechanics of how the goalkeeper substitution is made and does not have an effect on the actual number of substitutes. The goalkeeper may change places with a field player as long as the following conditions apply:

- The referee is informed of the change
- The change is made during a stoppage in the match Note: Delay or time wasting is not acceptable during the exchange process. The game will not be held up to allow for a complete change of equipment by either player. The former goalkeeper must leave the field to correct his equipment; the equipment change may not be done on the field. The change of positions is complete at the moment the new goalkeeper is given a goalkeeper jersey – which should be ready for him when the exchange is requested. If the former goalkeeper (who is now a field player), is not ready to play in the same uniform of his teammates, he may not re-enter the field of play until his equipment conforms with Law 4. During this time, the team must play short, just as when a player leaves the field for treatment of bleeding. When the player is ready, the referee must beckon the player on at the next stoppage of play and check the player's equipment. (US Soccer Memo, 10August98)

## Removal of Injured Players

It is important that player injuries are dealt with as quickly and efficiently as possible. Nevertheless, nothing should be done that could potentially cause further or permanent injury to a player. It is absolutely imperative that trainers cooperate with referees in the application of the following FIFA and USSF guidelines:

- If a player is seriously injured, the referee shall stop play.
- After assessing the condition of the injured player, the referee shall authorize one, or, at the most, two medical staff to enter the field to ascertain the type of injury and to arrange the players safe and swift transport off the field (**but not to treat the injury on the field**).
- Any player suffering from an open wound is compelled to leave the field to have the wound treated.
- To remove the player as quickly as possible, stretcher-bearers shall enter the field with a stretcher immediately upon being beckoned by the referee.
- If the referee has determined that the player must leave the field due to injury, whether or not medical personnel has been beckoned to assist the player, the injured player is required to leave the field, either on foot or on the stretcher. If the player refuses to comply, the referee shall caution him for hindering the restart of play.
- If a player has received permission from the referee to leave the field during play for treatment of an injury that is serious, that player must have the referee's permission to re-enter the field. If the ball is in play, such a player may only re-enter the field across either of the touchlines. When the ball is out of play, the player may re-enter across any of the boundary lines. Only the referee is authorized to allow an injured player to re-enter the field whether the ball is in play or not.
- If a player is bleeding, he must leave the field immediately to have the bleeding stopped and his skin and uniform cleaned as thoroughly as possible (or replace his uniform with a clean one). When the player is ready to return to the game, the referee will inspect the injured area and the uniform for blood at a stoppage in play before giving his permission to re-enter the game. The referee may delegate this task to the fourth (4<sup>th</sup>) official. The referee inspection can occur only at a stoppage in play and the player may then enter the field from any point on the boundary line. The referee will not stop play for this player's re-entry, but will wait for a stoppage called for some other reason.
- If play has been stopped solely for a serious injury with no other breach of the Laws of the Game, the referee shall restart play with a dropped ball.
- The referee shall add on time lost on account of injury (with or without medical attention on the field) in full at the end of the half (or overtime period) in question.
- Under no circumstances shall a player be moved if there is an injury to the head, neck or back, until it can be accomplished without the risk of further or permanent injury.

More information – Please refer to following for complete information, including universal trainer hand signals: <http://www.ussoccer-data.com/docfile/mlsinjur.htm>

## Coach / Staff Caution & Ejections

Referees at their discretion may warn or dismiss coaches and team staff for unprofessional behavior. Dismissed coaches and staff members are to be escorted directly to the locker rooms and may not return to the field of play. Any coach or other Team Staff member not acting in a professional manner in the opinion of the League, whether or not the incident is reported in the Referee Game Report, shall be subject to a fine and / or suspension. Referees are instructed not to physically show a red card to non-players.

## Technical Area

Please follow these basic and minimum requirements that are mandatory for the Technical Area:

- Benches – Both benches must be large enough to accommodate at least twelve (12) persons per team.
- Markings – A clearly marked Technical Area should extend no more than one meter on either side of each bench, and at least one meter away from the touchline.
- Number of players – No more than twelve (12) persons shall occupy the technical area. It shall be restricted to dressed, named substitute players, coach, asst. coach, trainers and medical staff.
- Coach – They must remain in the confines of the technical area at all times during the match.
- Tactical instructions – Only one (1) person has the authority to convey tactical instructions and he must return to his position on the bench immediately after giving these instructions.
- Conduct – All occupants of the technical area must conduct themselves in a responsible manner at all times. All occupants are subject to the disciplinary control of the referee.
- Refreshments – At the very least, water must be provided at both benches and for officials.

## Lightning Safety / Severe Weather Information

The safety of players, coaches, management and spectators is the primary concern in any weather event that occurs during all SYL matches. The following information has been thoroughly researched and is provided to allow you to make the most educated decision when determining to stop or restart a game for lightning or severe weather. *The following recommendations and precautions come from the National Severe Storms Laboratory (Bulletin of the American Meteorological Society, Vol. 80, No. 10, pp, 2035 – 2041), National Lightning Safety Institute, Lightning Safety Group and NCAA.*

### Lightning Safety

Lightning is the most consistent and significant weather hazard that may affect all athletic events. Within the United States, the National Severe Storms Laboratory (NSSL) estimates that 100 fatalities and 400-500 injuries requiring medical treatment occur from lightning strikes every year. While the probability of being struck by lightning is extremely low, the odds are significantly greater when a storm is in the area and the proper safety precautions are not followed. Prevention and education are the keys to lightning safety and should begin long before the start of any athletics event by the officials and team.

### Severe Weather

Severe weather can occur anywhere in the United States, with the most severe coming in May – July in many areas of the country. The worst time of day is the late afternoon and early evening when the majority of SYL matches are played. It

# USL Referee Services

---

will be to your advantage to learn what signs to look for when dealing with such weather. The following link provides a fabulous list of online guides to take you through the formation and dangers of severe storms and thunderstorms. <http://ww2010.atmos.uiuc.edu> Click on the online guides in the left menu bar and scroll until you see the severe storms index. Even for a meteorologist, this gives wonderful information to be used by all.

## Role of Officials

By understanding and following the below information, the safety of everyone shall be greatly increased. Ultimately, **as the referee, YOU HAVE FINAL SAY over delaying or restarting a game due to weather.** Waiting to stop play or not waiting to start play may result in a serious injury or loss of life. Act responsibly when dealing with such events during your games.

Coordinate with the 4<sup>th</sup> Official who shall be in communication with the Game Day Operations Director regarding impending threatening conditions. The team operations director (or appointed person) shall monitor weather conditions via phone calls to the local National Weather Service office, local television weather centers or online with real time radar. They can better watch the situation as it develops, allowing you to focus on the game in hand.

*When a lightning detector is unavailable, you can determine the distance of lightning in your area by counting the number of seconds between the flash and the first sound of the thunder and dividing by five (5). This will give you the distance in miles from your location. Remember, if you are in a higher elevation, the lightning can come upon you much quicker and your reaction time is greatly hindered.*

*30-30 Rule: When you see lightning, count the time until you hear thunder. If this time is 30 seconds or less, seek proper shelter. If you can't see the lightning, just hearing the thunder is a good back up rule. Wait 30 minutes or more after hearing the last thunder before leaving the shelter.*

## The following lightning-safety guidelines have been recommended by the National Severe Storms Laboratory, Norman, OK

- The existence of blue sky and the absence of rain are not protection from lightning. Lightning can, and does, strike as far as 10 miles away from the rain shaft. It does not have to be raining for lightning to strike. **Many lightning casualties occur in the beginning, as the storm approaches,** because many people ignore initial precursors of high winds, some rainfall and cloud cover. Generally, the lightning threat diminishes with time after the last sound of thunder, but may persist for more than 30 minutes.
- **Be aware of how close lightning is occurring.** The flash-to-bang method is the easiest and most convenient way to estimate how far away lightning is occurring when no lightning detector is available. Thunder always accompanies lightning, even though its audible range can be diminished due to background noise in the immediate environment, and its distance from the observer. **To use the flash-to-bang method, count the seconds from the time the lightning is sighted to when the clap of thunder is heard. Divide this number by five to obtain how far away (in miles) the lightning is occurring. For example, if an individual counts 15 seconds between seeing the flash and hearing the bang, 15 divided by five equals three; therefore, the lightning flash is approximately three miles away.**
- Lightning awareness should be increased with the first flash of lightning or the first clap of thunder, no matter how far away. This activity must be treated as a wake-up call to all personnel. The most important aspect to monitor is how far away the lightning is occurring, and how fast the storm is approaching, relative to the distance of a safe shelter.

- **Recognize that personal observation of lightning may not be sufficient;** additional information such as a lightning detection system or additional weather information may be required to ensure consistency, accuracy and adequate advance warning.
- **When larger groups are involved, the time needed to properly evacuate an area increases.** As time requirements change, the distance at which lightning is noted and considered a threat to move into the area must be increased. Extending the range used to determine threat potential also increases the chance that a localized cell or thunderstorm may not reach the area giving the impression of a “false alarm”.
- Know where the closest "safe structure or location" is to the field or playing area, and know how long it takes to get to that safe structure or location.
- Safe structure or location is defined as:
  - Any building normally occupied or frequently used by people, i.e., a building with plumbing and/or electrical wiring that acts to electrically ground the structure. Avoid using shower facilities for safe shelter and **do not use** the showers or plumbing facilities during a thunderstorm.
  - In the absence of a sturdy, frequently inhabited building, any vehicle with a hard metal roof (not a convertible or golf cart) and rolled-up windows can provide a measure of safety. A vehicle is certainly better than remaining outdoors. It is not the rubber tires that make a vehicle a safe shelter, but the hard metal roof, which dissipates the lightning strike around the vehicle. **DO NOT TOUCH THE SIDES OF THE VEHICLE!**
- If no safe structure or location is within a reasonable distance, find a thick grove of small trees surrounded by taller trees or a dry ditch. Assume a crouched position on the ground with only the balls of the feet touching the ground, wrap your arms around your knees and lower your head. Minimize contact with the ground because lightning current often enters a victim through the ground rather than by a direct overhead strike. **MINIMIZE YOUR BODY'S SURFACE AREA, AND MINIMIZE CONTACT WITH THE GROUND! DO NOT LIE FLAT!** If unable to reach safe shelter, stay away from the tallest trees or objects such as light poles or flag poles), metal objects (such as fences or bleachers), individual trees, standing pools of water, and open fields. Avoid being the highest object in a field. Do not take shelter under a single, tall tree.
- A person who feels his or her hair stand on end, or skin tingle, should immediately crouch, as described above.
- Avoid using the telephone, except in emergency situations. People have been struck by lightning while using a land-line telephone. A cellular phone or a portable remote phone is a safe alternative to land-line phones, if the person and the antenna are located within a safe structure or location, and if all other precautions are followed.
- **When considering resumption of any athletics activity, NSSL staff recommends that everyone should ideally wait at least 30 minutes after the last flash of lightning or sound of thunder before returning to the field.**
- People who have been struck by lightning do not carry an electrical charge. Therefore, cardiopulmonary resuscitation (CPR) is safe for the responder. **If possible, an injured person should be moved to a safer location before starting CPR.** Lightning-strike victims who show signs of cardiac or respiratory arrest need

# USL Referee Services

---

emergency help quickly. Prompt, aggressive CPR has been highly effective for the survival of victims of lightning strikes.

## For Further Information

The links listed below are for your edification. **It is highly suggested that you visit some of these sights to learn more about the dangers of thunderstorms, severe weather and lightning if you travel into areas that have different weather patterns than in your home area.** If you should have any specific non-game related weather questions not covered in this brief list, please contact Al Sousa (813-963-3909 ext. 27) in the league office. **All game-day questions must be addressed to the league manager for the particular game involved in any weather incident.**

### Educational Links

[www.nssl.noaa.gov/edu/ltg/](http://www.nssl.noaa.gov/edu/ltg/) - this is Q&A about lightning

[www.nssl.noaa.gov/edu/tornado/](http://www.nssl.noaa.gov/edu/tornado/) - this is Q&A about tornadoes

[www.nssl.noaa.gov/edu/storm/](http://www.nssl.noaa.gov/edu/storm/) - this is Q&A about thunderstorms

[www.lightningsafety.com](http://www.lightningsafety.com) - National Lightning Safety Institute homepage

<http://ww2010.atmos.uiuc.edu> - Listed in the above information to provide online guides to severe weather, tornadoes and thunderstorms

[www.noaanews.noaa.gov/stories/s668.htm](http://www.noaanews.noaa.gov/stories/s668.htm) - article about what the PGA does regarding lightning protection

[http://members.tripod.com/sylvania.recreation/id45\\_m.htm](http://members.tripod.com/sylvania.recreation/id45_m.htm) - article on soccer player killed by lightning and includes personal lightning safety tips

[http://science.nasa.gov/newhome/headlines/essd18jun99\\_1.htm](http://science.nasa.gov/newhome/headlines/essd18jun99_1.htm) - This article gives some information on the effects of lightning on the body. It's an interesting read.

### Real-Time Weather Links

<http://www.wunderground.com/> - this is a personal favorite for many meteorologists as it is easy to navigate and get the information you need in a hurry. It also provides specific city forecasts for up to 10 days into the future.

[www.lightningstorm.com/lightningstorm](http://www.lightningstorm.com/lightningstorm) - This is the front page for many lightning links, but of special interest is the map that will allow you to see the 'real time' lightning.

[www.intellicast.com](http://www.intellicast.com) - This is a foundational site that gives you access to a variety of options for viewing the local weather. Clicking on the radar will take you to the local national radar picture. Near the top will give you the option to 'loop' the picture. Click on this to get the motion of the storms. Then, click over your area to get a 'local' view of things. The motion will remain. Just click on some of the other links to see what they give you. There is just loads of information available on this site!