"GOAL TALK"
PIAA SOCCER CHAPTERS MEETING GUIDES

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COMPILED BY: Stanley E. Latta
PIAA STATEWIDE RULES INTERPRETER

EDITED BY: Patrick B. Gebhart
ASSISTANT EXECUTIVE DIRECTOR
INTRODUCTION

In competitive athletic contests, the game official represents the ultimate in integrity for any competition. By their very nature, officials are neutral and are responsible to keep the contests played on equal terms. Through actions on and off the field, officials must earn the respect and confidence of players, coaches and spectators. This confidence and respect is not earned by words, but by unquestioned honesty, demonstrated ability, obvious devotion to, and full understanding of the game.

The rules of competitive athletics are, for the most part, complex. They are difficult to read, understand and interpret. Mere book knowledge of the rules does not make an official. To an official, knowledge of the rules is basic. To achieve excellence, an official must combine knowledge with good officiating techniques. To assist in this goal, we have provided the following meeting guides. Hopefully, these guides will assist in having each play considered with consistent judgment, intelligence, understanding, courage, and without intimidation.

Athletic officiating is a vigorous avocation and it demands that an official be in excellent physical condition, able to give the very best, on every play, in every contest. To that end, the American Medical Association has stated that before one attempts any vigorous physical activity they should first visit their family physician for a check-up. It is part of good personal health maintenance to have an annual physical exam and participate in an exercise program. This type of exercise program should be minimally three days per week and include cardiovascular conditioning, strength training, flexibility and muscle endurance. These components along with proper nutrition will assist in developing one’s optimum body composition.

The PIAA Sports Medicine Committee recommends that each registered sports official have an annual physical examination and practice good health habits. Being physically fit and conveying an appropriate, positive image through proper health and nutrition habits will greatly assist all officials in keeping up with the game. After all, the game, the schools, players, coaches, spectators and fellow officials deserve no less. As importantly, officials owe good health habits to themselves and their families if for nothing more, than the health of it.

In addition to the lesson plans outlined in this chapter meeting guide Interpreters should feel free to take advantage of the lessons and PowerPoints found in the PIAA Soccer Google Drive. If you would like to add to this file, please send your PowerPoints or lesson plans to Stan Latta at sxl1@psu.edu to include them for other Interpreters to use.
PIAA SOCCER DISTRICT RULES INTERPRETERS FOR 2020-21

**District 1**  
Gerry Blase  
810 Paradise Ct  
Warminster, PA 18974  
(H) (215) 441-0327  
(C) (215) 603-1841  
geraldblase919@gmail.com  
g_blase@verizon.net

**District 2**  
Thomas Ames  
103 Clermont Avenue  
Clark Summit, PA 18411  
(H) 570/586-9201  
(C) 570/309-8594  
amesy6@comcast.net

**District 3**  
Arnie Fritzius  
707 Witmer Road  
York, PA 17402  
(C) 717/578-9664  
(W) 717/246-1611 ext. 2  
fritziusa@rlasd.net

**District 4**  
Mark Marinucci  
1401 Lincoln Avenue  
Williamsport, PA 17701  
(H) 570/326-3964  
(C) 570/916-0615  
mmunucci@comcast.net

**District 5**  
Robert E. Lasagna  
101 Conemach Trail  
Davidsville, PA 15928  
(H) 814/479-7554  
(B) 814/269-6117  
(C) 814/279-1644  
rlasagna@hotmail.com

**District 6**  
Dr. Stan Latta  
3222 Shellers Bend, #217  
State College, PA 16801  
(C) (814) 777-7826  
sxl1@psu.edu

**District 7 & 8**  
Peggy Neason  
82 Lookout Avenue  
Monongahela, PA 15063  
(H) 724/379-5386  
pneason@comcast.net

**District 9**  
James Thomson  
2043 Green Glen Drive  
Dubois, PA 15801  
(H) 814/591-4000  
(C) 814/431-5736  
jthomson837@comcast.net

**District 10**  
Allen Sheasley  
P O Box 3321  
Erie, PA 16508  
(C) 814/450-9501  
a.sheasley@juno.com

**District 11**  
Adam J Smeltz  
1798 Pinewind Drive  
Alburtis, PA 18011  
(C) 610/ 417-1984  
ajsmeltz@psualum.com

**District 12**  
Jack Creighton  
8219 Halstead Street  
Philadelphia, PA 19111  
(H) 215/745-0924  
(B) 215/537-8771  
(C) 215/460-6342  
jcreighton@philasd.org
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NOTES:
MEETING #1:

A. 2019 NFHS SOCCER RULES CHANGES

2-2-4: Clarifies the restart when the ball becomes deflated during play and is subject to the provisions in 9-2-2 and 9-2-3.

4-1-1a: Removes the requirement for jerseys to be tucked into the shorts.

4-2-7e, f: Removes the requirement for the mouthguard to not be completely white or completely clear.

9-1-1b: Clarifies that the ball is out of play when it touches a referee and remains on the field; and

1. A team starts a promising attack; 2. Goes directly into the goal; 3. Possession changes.

9-2-1e: Adds the restart of a drop ball when the ball touches an official as per 9-1-1b.

9-2-2: Clarifies that the restart to a simultaneous touch that goes out of bounds should be to one person of the team in possession of the ball prior to the simultaneous touch.

9-2-3: Clarifies that the referee drops the ball to one player of the team that last possessed the ball at the position where it was last touched by a player(s), an outside agent or match official.

9-3: Deleted because that information appears in other areas within the rules book.

13-2-3b: Deleted; information is in another section of the rules book.

13-3-1: Clarifies that on a free kick, where three or more defending team players form a wall, all attacking team players must remain at least 1 yard from the wall until the ball is in play.

13-3-2: Removed the portion of the rule that required the ball to go beyond the penalty area prior to being in play.

13-3-4: Emphasizes that the referee is required to signal an indirect kick by raising an arm above the head and keeping it there until the kick is taken and the ball touches another player or goes out of bounds. If the kick was not signaled as indirect and the ball goes directly into the opponent’s goal, the kick shall be retaken.
B. **PLAY RULINGS**

The situations contained in the NFHS Soccer Rules Book have been developed from actual questions which have been raised in administering the many thousands of interscholastic soccer games each year. The situations have been arranged by rule number. New or revised situations are preceded by an asterisk (*).

All interpretations have the approval of the NFHS Soccer Rules Committee, which consists of coaches, officials and athletic administrators active on the high school level. Each ruling has been given careful study and is intended to provide for fair, easily administered competition.

If there is need for additional interpretations, they may be received by contacting your state high school association. In case of doubt, the state association shall receive a ruling from the NFHS office.

C. **POINTS OF EMPHASIS**

**Properly Worn Uniforms and Marked Fields**

It is important that games are played on fields marked in a consistent manner, and players wear uniforms according to NFHS rules. If a field is improperly marked and/or if a team wears an illegal uniform, the referee shall contact the state association, which will work with school administrators to make appropriate changes. In addition, during pregame communication with school administration, game officials are also encouraged to communicate these corrective actions directly to administrators.

**Reckless and Serious Foul Play**

Soccer is a contact sport and, as such, officials must be prepared to effectively manage the flow and intensity of the game. Understanding the differences between fair and hard play and a foul that is either Reckless or Serious is important to ensuring fair play and the safety of the players. Reckless play is defined as “a player has acted with disregard of the danger to, or consequences for, the opponent. A player who displays reckless play shall be cautioned.” Serious Foul Play is defined as “any play in which the player commits one of the offenses punishable with a direct free kick and uses disproportionate and unnecessary force against an opponent while playing for the ball.” It is critical that officials recognize the differences between the two and the corresponding penalty. Although officials cannot eliminate a player from engaging in reckless or serious foul play, there are preventive mechanics that can be used to control this type of play from occurring during the match by:

- addressing fair play and good sportsmanship during the pregame meeting with the coaches and captains. Let them know your expectations for competitive and
fair play.

b. talking to the players and captains during the match. When the intensity of play increases and fouls become more prevalent remind the players of your expectations. Control the temperature of play by warning, whistle and when necessary cards.

c. dealing with reckless or serious foul play immediately. Be sure to let the players and coaches know that you will not tolerate that level of play during the match. When warranted use cards to address these behaviors.

d. using headsets. Officials who have used headsets in communication between and among the crew have found this to be an effective tool in helping to control play and deal immediately with unsporting and dangerous play.

High School Athletics is Education-Based

High school athletics is education-based, and some mechanics of our game are intentionally different from other levels of soccer. The pregame meeting, for example, is a time for officials to communicate expectations to both coaches and captains. This REQUIRED meeting for both head coaches and captains should cover pertinent rules, sportsmanship, the coin toss, and properly and legally equipped players. This meeting is a purposeful start to an education-based interscholastic match.

D. COMMENTS ON THE RULES

2-2-4: This change in resuming play after a ball becomes deflated during play and was dictated by changes in the drop ball procedure in Rule 9-2.

4-1-1a: Manufacturing of uniforms designed to be worn outside the shorts has become more common, making it difficult for officials to enforce the rule of tucking in the shirt, necessitating a revision.

4-2-7e, f: The Sports Medicine Advisory Committee (SMAC) no longer recommends the mouth protector meet the criteria of not being completely white or completely clear.

9-1-1b: This change prevents situations where one team gains an advantage when the ball touches a referee and remains in play.

9-2-1c, e: This change reiterates the changes made to Rule 9-1-1, clarifying that the game is restarted with a drop ball following a temporary suspension of play for an injury or unusual situation, or when the ball touches an official.
9-2-3: This change clarifies the procedure followed when restarting play with a drop ball. It ensures that the team in possession when play was stopped, retains possession when play is resumed, with the exception of a drop ball in the penalty area.

9-3: This rule was removed because of redundancy. Refer to Rule 9-2-1c.

13-2-3b: Consistent with changes made in Rule 9-2-1c. This change eliminates the awarding of an indirect free kick when play is temporarily suspended due to an injury or other unusual situation.

13-3-1: This change will allow opposing players to enter the penalty area and play the ball once it has been put in play. The ball will no longer need to leave the penalty area before being touched by any player to be considered in play.

13-3-2: This change affirms that the ball does not have to leave the penalty area to be in play, following a free kick.

13-3-4: This rule prevents punishing a team taking an indirect free kick when the referee fails to give the proper signal.

14-1-3: This rule clarifies the goalkeeper’s position during the taking of a penalty kick. This change allows the goalkeeper to make any movement desired, if one foot remains on or in-line with the goal line until the ball is kicked.

16-1-2, 16-1-3, 16-1-4: These changes clarify the procedure for taking a goal kick and designate when the ball is in play.
Although NFHS has authorized different officials’ signals, PIAA will continue to use the following in ALL matches:

### E. NFHS Official Soccer Signals

**Direct Free Kick**
- Direct free kick (points in direction of kick)
- Kicking
- Tripping
- Holding
- Handling
- Pushing
- Striking (back and forth)
- Jumping at
- Reckless or dangerous charging

**Indirect Free Kick**
- Indirect free kick
- Offside
- Goalkeeper violation or second touching
- Dangerous Play
- Obstruction

### General
- Play On
- Dead Ball
- Timeout
- (Wind-up to start clock)
- Goal
- No Goal
- Caution/ejection
- Corner Kick (point to spot)
F. **SPORTSMANSHIP MESSAGE**

**This message shall be read to the head coach and captains prior to each contest officiated by a registered PIAA official. This message shall be enforced by contest officials and its enforcement shall include a strict and swift enforcement when unsportsmanlike actions involve demeaning remarks or actions that may be related to the racial or ethnic background of any party.**

**PIAA requires all registered sports’ officials to enforce the sportsmanship rules for coaches and contestants. Actions meant to demean opposing contestants, teams, spectators, and officials are not in the highest ideals of interscholastic education and will not be tolerated. Let today’s contest reflect mutual respect. Coaches please certify to the contest official(s) that your contestants are legally equipped and uniformed according to NFHS rules and PIAA adoptions. Good luck in today’s contest.**

The proper procedure is head coaches and captains MUST attend the pre-game reading of the sportsmanship message. Coaches must certify to the contest officials their team is legally equipped and in compliance with NFHS Soccer Rules. The reading of this message will have the coaches verbally confirm aloud their teams’ adherence to compliance with equipment and safety rules. This confirmation is not only the adherence to contest rules, but also assists in alleviating the legal liability concerns for the officials if the teams subsequently violate the proper equipment provisions of the contest rules.
G. **PIAA ADOPTIONS**

- Adopt the 2020-21 NFHS Soccer Rules Book and continue to utilize the pre-2011-2012 NFHS Official Soccer Signals.
- Modify Rule 4-2-10 to permit the wearing of religious headwear without authorization provided it is not abrasive, hard, or dangerous to the participant and any other player and must be attached in such a way it is highly unlikely to come off during play.
- Modify Rule 5-1-1, to use either a head referee and a referee or a center referee and two side referees.
- Modify Rule 5-1-1 NOTE, to use either the dual or the double-dual officiating system.
- Adopt Rule 7-1-1, length of periods, play two equal halves of forty minutes at the senior high school level (varsity and junior varsity) of competition.
- Adopt Rule 7-1-3, if less than one-half of the Contest has been played, restart from the suspension of play.
- Adopt Rule 7-1-5, running clock after goals, except for injuries, or as determined by the official, at all levels (varsity, junior varsity, or otherwise) of competition, when one Team gains a 6-goal differential over its opponent during the second half.
- Modify Rule 3-4-3, if Rule 7-1-5 is implemented during the second half (running clock after goals), if the team in the lead substitutes during the last 5 minutes of the half, the clock will not stop and continue to run.
- Adopt Rule 7-3-1, tie Games, as follows: Senior high school varsity soccer Regular Season Contests which are tied at the end of 80 minutes of play shall be resolved by playing two "sudden victory" overtime periods of ten minutes each; (overtime periods may not be shortened by mutual consent).
- Modify the Sample Tie Breaking Procedure for senior high school varsity soccer Regular Season Tournaments and Postseason Contests, as set forth in the NFHS Soccer Rules Book, to provide for two sudden victory overtime periods of 15-minutes each. If the score remains tied, proceed to the penalty kick procedure.
- Modify Rule 12-8-1 PENALTY, to provide for a 5-minute playing time sit out following the issuance of a yellow card to a player, with the opportunity for that player's Team to substitute for that player.
- PIAA Championship Contests which are tied at the end of 80 minutes of play shall be resolved by playing two sudden victory overtime periods of 20-minutes each. If the score remains tied, proceed to the penalty kick procedure.
H. PIAA POINTS OF EMPHASIS

Language and Dissent

Foul and abusive language and dissent by coaches and players account for the majority of the disqualifications again this year in soccer. Officials should address this at the coaches and captains pregame meeting and remind them that language and dissent will be dealt with accordingly. Officials should not confuse this with communication with the coaches and players. Coaches and players have a right to ask questions in a respectful manner during the match. However, inappropriate language and dissent must be dealt with immediately. Let the temperature of the match and time/place/manner dictate how to effectively deal with these two issues.

Reckless and Serious Foul Play

Soccer is a contact sport and as such officials must be prepared to effectively manage the flow and intensity of the game. Understanding the differences between fair and hard play and a foul that is either Reckless or Serious is important to ensuring fair play and the safety of the players. Reckless play is defined as "a player has acted with disregard of the danger to, or consequences for, the opponent. A player who displays reckless play shall be cautioned." Serious Foul Play is defined as "any play in which the commits one of the offenses punishable with a direct free kick and uses disproportionate and unnecessary force against an opponent while playing for the ball." It is critical that officials recognize the differences between the two and the corresponding penalty. Although officials cannot eliminate a player from engaging in reckless or serious foul play, there are preventative mechanics that can be used to control this type of play from occurring during the match by

1- Addressing fair play and good sportsmanship during the pregame meeting with the coaches and captains. Let them know your expectations for competitive and fair play.

2- Talk to the players and captains during the match. When the intensity of play increases and fouls become more prevalent remind the players of your expectations. Control the temperature of play by warning, whistle and when necessary cards.

3- Deal with reckless of serious foul play immediately. Be sure to let the players and coaches know that you will not tolerate that level of play during the match. When warranted use cards to address these behaviors.
4- Use of headsets. Officials who have used headsets to communicate between and among the crew have found this to be effective tool in helping to control play and deal immediately with unsporting and dangerous play.
YELLOW CARD SIT-OUTS AND RE-ENTRIES

CLOCK: SCOREBOARD/TABLE (circle the clock used)

DATE: ______ JV/VAR: ______ HOME: ______ VISITOR: ______

<table>
<thead>
<tr>
<th>TEAM</th>
<th>PLAYER#</th>
<th>TIME OUT/HALF</th>
<th>TIME IN/HALF</th>
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IF A CAUTION IS ISSUED WITH LESS THAN FIVE MINUTES LEFT IN THE FIRST HALF, SECOND HALF, OR FIRST OVERTIME:

*Calculate the second half and OT re-entry times according to the following examples:*

<table>
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<th>First Half Time Out</th>
<th>Second Half Time In</th>
<th>Second Half Time Out</th>
<th>First OT Time In</th>
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J. TIE BREAKING PROCEDURES

- **Rule 7-3-1: REGULAR SEASON VARSITY MATCHES:** Senior high school varsity soccer Regular Season Contests which are tied at the end of 80 minutes of play shall be resolved by playing two sudden victory overtime periods of ten minutes each; (overtime periods may not be shortened by mutual consent).

- **REGULAR SEASON AND POSTSEASON TOURNAMENT PROCEDURE:** The procedure for advancing a senior high school varsity soccer team during a regular season or postseason tournament shall be resolved by playing two “sudden victory” overtime periods not to exceed 15 minutes each. If the score remains tied, proceed to penalty kicks. A winner must be determined in all regular season and postseason tournament play. NOTE: For PIAA Championship (Final) games only, the “sudden victory” overtime periods shall be 20 minutes.

### ADDITIONAL ADOPTIONS OR MODIFICATIONS

- **Rule 5-1-1 Note:** PIAA member school games may be officiated by using only the dual or double-dual officiating systems. The diagonal system is not permitted for PIAA member school games.

- **Rules 6-2-1 and 6-3-1:** The official time/score is to be kept by the scorer at the scoring table or on the scoreboard/clock. Official time is not to be kept by the on field officials.

- **Rules 7-1-1 and 7-1-2:** PIAA member school games are to be played in two equal halves of 40 minutes for senior high competition and two equal halves of 30 minutes for junior high competition. The halves may be shortened by mutual agreement of coaches and the referee.

- **Rule 7-1-3:** Suspended game. Re-start at point of suspension if less than one half is played. If more than one-half is played and if a winner is determined, it is an official game and the result stands. If a winner cannot be determined, the game is resumed from the point of suspension.

K. COLD WEATHER ATTIRE

**Rule 4-2-1f, exception #3:** This exception addresses the opportunity for players to wear soft and yielding caps during inclement weather. This exception has been adopted by PIAA over the years and serves as a good common sense rule. The caps are to be alike in color and are to serve the rule’s spirit and intent of player warmth and not hair control devices.
L. COMMUNICABLE DISEASE AND SKIN INFECTION PROCEDURES POLICY

The risk for blood-borne infectious diseases, such as HIV and Hepatitis B, remains low in sports and to date has not been reported. However, proper precautions are needed to minimize the potential risk of spreading these diseases. In addition to these diseases that can be spread through transmission if bodily fluids only, skin infections that occur due to skin contact with competitors and equipment deserve close oversight, especially considering the emergence of the potentially more serious infection with Methicillin-Resistant Staphylococcus aureus (MRSA).

<table>
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<th>Universal Hygiene Protocol for All Sports</th>
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<td>• Shower immediately after all competition and practice.</td>
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<td>• Wash all workout clothing after practice.</td>
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<tr>
<td>• Wash personal gear, such as knee pads, periodically.</td>
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<tr>
<td>• Don’t share towels or personal hygiene products with others.</td>
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<td>• Refrain from (full body) cosmetic shaving.</td>
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Infectious Skin Diseases

Means of reducing the potential exposure to these agents:

- Notify guardian, athletic trainer and coach of any lesion before competition or practice. Athlete must have a health-care provider evaluate lesion before returning to competition.
- If an outbreak occurs on a team, especially in a contact sport, consider evaluating other team members for potential spread of infectious agent.
- Follow NFHS or state/local guidelines on “time until return to competition.” Allowance of participation with a covered lesion can occur if in accordance with NFHS, state or local guidelines and is no longer considered contagious.

Blood-Borne Infectious Diseases

Means of reducing the potential exposure to these agents include:

- An athlete who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the activity until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition.
- Certified athletic trainers or caregivers need to wear gloves and take other precautions to prevent blood-splash from contaminating themselves or others.
- Immediately wash contaminated surfaces or mucous membranes with soap and water.
- Clean all contaminated surfaces and equipment with disinfectant before returning to competition. Be sure to use gloves with cleaning.
- Any blood exposure or bites to the skin that break the surface must be reported and evaluated by a medical provider immediately.
MEETING #2: GAMESMANSHP

Goal: Official will recognize that gamesmanship is cheating. By definition it is the art of gaining an unfair advantage without actually breaking the rules or playing in the gray area to win at all costs.

Objective: Official will be able to identify and use different methods of control to reverse gamesmanship so as to preserve the games integrity.

A. Prevention or reversing gamesmanship
   1. Official’s attitude
      a. Official’s confidence in making calls
      b. Official’s use of voice
      c. Official’s overall demeanor and treatment of players
   2. Evaluation of the game and players
      a. Anticipate play
      b. Official’s involvement with the game
      c. Ability to recognize the action and reaction to dynamic play
   3. Ability to establish game control
      a. Use of voice
      b. Whistle
      c. Award correct restart and
      d. Appropriate punishment of fouls
   4. Effective management
      a. It is the official’s responsibility to see that the game is played fairly and with integrity.
      b. Set the tone; be in position, your presence close to play gives credibility to the call!

B. Methods of controlling gamesmanship
   1. Voice
      a. Warn with verbal admonishment
      b. Ball is out of play, counsel player of misdeed
   2. Whistle – to punish fouls.
   3. Restart correctly
      a. Award the correct restart (DK, IFK, goal kick or drop ball as required)
   4. Punish Misconduct
      a. Caution show yellow card
      b. Disqualification show yellow + red card for excessive celebration, or second caution able offense
      c. Disqualification immediate/ show red card
      d. Suspend game
      e. Terminate the game

C. Summary
   1. Gamesmanship is cheating, a deliberate tactic to gain an unfair advantage!
   2. It is the official’s duty to recognize gamesmanship.
   3. It is the official’s duty to take action to preserve the integrity of the game.
MEETING #3: PROBLEM TACKLES

Goal: The official will recognize and handle problem tackles making judgments; is it reckless or dangerous? The official will anticipate, be decisive, and deal with problem tackles.

Objective: The official will recognize typical problem tackles; the potential game control problems associated with these tackles and will work to reduce this type of contact before it escalates into retaliation.

A. Type of problem tackles: Typically it is a tackle with an errant follow through. It is in someway illegal. It is reckless, dangerous, trips or kicks the opponent.

1. Foul tackles
   a. Any foul tackle can quickly create a game control problem.
   b. The official must anticipate the potential problems.
   c. Escalation of hard feelings leads to retaliation.
   d. Subject of foul tackles is broad.

2. Two foot tackles
   a. A legal 2 foot tackle is where the tackler using both feet makes contact with the ball and jars to ball free.
   b. An illegal 2 foot tackle is where the tackler uses both feet, comes over the ball and either hacks at or goes cleats up into the opponent.
   c. Body contact is often a factor in judging legal vs. illegal charges involved with a standing 2 foot tackle.

3. Sliding Tackle
   a. Legal when using one foot or both feet, but at least one foot shall be in contact with the ground and the tackler must make contact with the ball first.
   b. Anticipate the follow through that may trip or kick the opponent.
   c. Anticipate for the foot to be lifted high off the ground.
   d. Anticipate an illegal scissors of the opponent’s legs, where one leg makes contact with the ball and the back leg hooks between the opponent’s legs.
   e. Anticipate the potential slide that misses the ball entirely, where the tackler has legs up and extended thus catching the opponent’s leg or knee.

4. Tackles from the rear
   a. Difficult for a player to execute, but can be done by a very skilled player.
   b. This tackle is done out of the view of the opponent, so be careful to watch that a sliding rear tackle does not connect with the opponents Achilles area or hook the ankle and thus trip the opponent.
   c. A standing rear tackle poses the problem of a legal vs. illegal and the potential for body contact resulting in a violent charge.
5. Hard tackle: where the player falls over the ball.
   a. Player makes a hard legal tackle, ball stops dead or is jarred out, but the opponent’s own forward momentum carries them over the ball then he falls.
   b. Often times it looks as if the opponent was tripped, but was not it was just the momentum that produced the fall over the ball!
   c. The official should be close enough to judge this tackle and he may want to state, “hard tackle - no foul”.

6. Fair tackle – high on the ball.
   a. Contact is made on the upper part of the ball.
   b. Anticipate the follow through; make sure the foot is not brought over the ball where the tackler kicks the opponent.

B. Potential problems

1. Retaliation by the player tackled.
   a. Player believes they were fouled.
   b. Player wants others to think he/she was fouled.
   c. There is now a potential of injury from retaliation.
   d. Anticipate a game control problem.

2. Dissent
   a. Players, coaches or fans may be involved.
   b. Player may try to cover for their own misplay/ lay blame elsewhere.
   c. Player may honesty feel he was fouled.
   d. Dissent in any events produces a game management situation.

3. Game becomes physical (roughens).
   a. The players will play to the level that they feel the official will permit.
   b. If you allow rough play, it may escalate in to a loss of game control.
   c. When players step up the level of physical play there is an increase risk for injury to all players!

4. Loss of game control.
   a. Work diligently to prevent loss of game control.
C. Actions to reduce problem potential.

1. Be in position,
   a. Your presence lends conviction to the call, “box in the play for better game management”.

2. Use the whistle to address the fouls.

3. Use the voice to reduce hard feelings for tackles that were legal but hard.
   a. Official should use his/her voice to make statements that can alleviate hard feelings before they escalate, if it was a fair by hard tackle say so, be sure to use both voice (loudly) and proper hand signals when awarding advantage.
   b. If you feel the game slipping away try to settle things down, use better game management steps to regain control.

4. Caution punish misconduct as required.

5. Disqualify as last resort and when required.

Summary

- Recognize and anticipate potential problems from tackle situations.
- Use your voice to acknowledge a player’s point of view, it was a fair hard tackle, speak loudly when calling advantage.
- Speak with the captains.
- Warn or counsel a player who is playing in the gray area.
- Whistle and punish fouls quickly.
- Punish misconduct with a caution or disqualification as required.
MEETING #4: HOW TO HANDLE PERSISTENT INFRINGEMENT

Objective: The official will understand Rule 12 and its application to the game.

- Review Rule 12: fouls and misconduct: section on misconduct.
- Review proper procedure to issue a caution.
- Specific behaviors that result in a caution.
- How to restart after a caution.
- Guidelines for disqualifications.

I. Review Rule 12

A. Examples of persistent infringement:
   1. Harassment towards the referee by the Coach or player from the bench area.
   2. Coach continually leaves the team area to give coaching instructions to his players.
   3. Frequent remarks about the officials’ calls.
   4. Any player who repeatedly infringes the rules of the game.

- **Note:** There are many examples of persistent infringement and of course, depending upon what actually occurs on the field, as well as how you interpret the event, it could be viewed as either "dissent" or "unsporting like behavior".

II. Review caution guidelines

A. How to issue a caution:
   1. Whistle to STOP PLAY (unless doing so would take the advantage from the non-offending team). Use whistle appropriately, make it strong and shrill to denote the seriousness of the infringement.
   2. Stop the Clock; be sure that the timekeeper sees your signal; use both hands, arms crossed above the head.
   3. Walk calmly; think of what to say to the coach or player. Maintain your composure, if the coach or player is seated in the team area ask them to step away from the bench to prevent others from becoming involved in the conversation, speak calmly yet firmly about the infringement.
   4. Issue the caution; show the player or coach the yellow card. Hold the Card with your arm raised above your head, then state, “Coach or player # 8, you have been cautioned.
   5. When a player is cautioned, both coaches and the player(s) shall be notified of the reason for the caution, then notify the scorer so they may record the caution, and remember to inform the other officials.
   6. A cautioned player must leave the field and may be replaced. The cautioned player may not re-enter until the next legal substitution opportunity.

- **Note:** It is a good idea to carry the yellow and red cards in separate pockets to avoid any mix-up.
III. **Review of specific behaviors that result in a caution:**

A. **Reasons to issue a caution:**
   1. Entering or leaving the field of play without the permission of the official.
   2. Persistent infringement of any of the rules of the game.
   3. Dissent
   4. Incidental use of vulgar or profane language.
   5. Use of video replay or electrical or mechanical communication devices used during the game or its intervals to assist coaching.
   6. Unsportsmanlike conduct.
   7. Use of tobacco product at the game site during the period of the jurisdiction of the officials.

Remember these offenses carry a five (5) minute sit-out by the offending player(s)
- The penalty is a caution (yellow card), then award and IFK to the “non-offending” team from the spot of the ball, unless the game had been stopped for some other reason calling for a different restart!

IV. **Review restarting the game after issuing a caution:**

A. The proper restart after issuing a caution:
   1. If the ball was in play and the misconduct is called, so that the game was stopped, then restart by awarding an indirect free kick from the spot of the infraction when you stopped play to issue the caution.
   2. Signal for the Indirect Free Kick and the direction of the kick (to show who has been awarded the kick).
   3. Hold the IFK signal until the ball is touched by another player or has gone out of play.
   4. If the game was already stopped for another reason at the time that you decided to issue a caution, Issue the caution, then use the appropriate restart as required by that stoppage.

   Example: ball was out of play over the touchline by the defending team use a corner kick.

   **Note:** Again mention the use of advantage, do not take away an advantage from the team who has not committed the misconduct, and allow play to continue until the advantage is either achieved or fails to produce the anticipated outcome. Then whistle, stop the play and punish the misconduct.
V. **Review disqualification guidelines:**
   A. A player, coach or team personnel can be disqualified **without a previous caution for:**
      1. Using insulting, offensive or abusive language.
      2. Leaving the team area to enter the field where a fight or altercation is taking place unless summoned by the official.
      3. Spitting at another person.
      4. Exhibiting violent conduct.
      5. Serious foul play.
      6. A successful attempt to deny an opponent an obvious goal scoring opportunity by a foul (goal is not scored).

VI. **Summary**
   A. The official should always act professionally, be firm, respectful and calm.
   B. Examples of misconduct.
   C. Proper way to issue a caution or disqualification
   D. After the issuance of a disqualification/red card to any player(s) and/or coach, the official must be follow-up with the proper paperwork. File a report to the PIAA Office within (24) twenty-four hours of the ejection.
   E. Any players/ or coaches who has been disqualified, shown a red card, under PIAA By-laws must sit out the remainder of the day (game) and also out of the next contest at the same level of competition.
   F. Officials need to understand what actions merit the issuance of an appropriate card relative to the rules, spirit, and intent of the game.
MEETING #5: MANAGING THE THROW-IN

Topic: Effective management of the *Throw-In*.

Objective:

1. The official will properly award the restart.
2. Effectively manage the throw-in.

When to award a throw-in:

1. It is method or restarting play when the whole of the ball has passed over the touchline, either on the ground or in the air.
2. It is taken from the point where it crossed the line (went out of play).
3. It is awarded to the opponent of the player who last touched the ball.

Proper delivery of the throw-in:

1. Ball may be thrown in any direction from the point where it crossed the touchline.
2. Player shall face the field of play.
3. Uses both hands (unless player throwing has only 1 arm) to deliver the ball to deliver the ball from behind and over his/her head in one continuous movement.
4. Both feet on the ground, part of each foot is must be on or behind (outside) the touchline.

When is it in play?

1. It is in play when the ball has left the hands of the thrower and any part of it breaks the plane of the touchline.
2. The player taking the throw-in may not touch the ball again until it has touched another player.
3. A goal may not be scored directly from a throw-in.

Position of Official:

1. Refer to *NFHS Soccer Rules Book* or State Associations
recommendations for positioning.

Infringements:

1. If the thrower plays the ball a second time (other than with his hands) before another player has touched it, stop play.
   a. Penalty: indirect free kick (IFK) awarded to the opposing team from spot of infraction.

2. If after the ball is in play, the thrower deliberately handles the ball before another player, has touched it, stop play.
   a. Penalty: direct free kick (DFK) awarded to the opposing team.
   b. A Penalty Kick is awarded if the handling occurs within the penalty area.

3. Ball is not thrown in from the point that it went out of play.
   a. Turnover – ball is given to the opposing team to throw-in.

4. Foot fault violation: Either foot is entirely inside the touchline; completely within the field of play.
   a. Turnover – ball is given to the opposing team to throw-in.

5. If an opponent unfairly tries to interfere or impede the player taking the throw-in.
   a. Penalty: caution (yellow card) for unsportsmanlike conduct.

6. Ball fails to enter the field of play on a throw-in.
   a. Turnover: Ball is awarded to the opponent (throw-in) at the spot of the infraction.
Summary:

**Effective management of the Throw-in:**
1. Awarded to the opponent of the player who last touched the ball.
2. Thrown in any direction, taken from spot where it left the field,
3. Player faces the field.
4. Handed throw delivered from behind and over the head in one continuous movement.
5. Both feet are on the ground either on or behind the touchline.

**Know what infringements can occur during the taking of a throw-in.**
1. Foot faults
2. Not taken from the proper spot.
3. Improperly thrown
4. Opponent interferes, distracts or attempts to impede the thrower.
5. Thrower touches the ball a second time before another player has touched it.
6. Remember that a goal **may not be scored directly** from a throw-in.

**Improve effectiveness of managing this restart by:**
1. Being consistent
2. Not being a “blade of grass” official (Not too technical).
3. Use whistle effectively.
4. Signal the throw-in decisively.
5. Focus on the game.
6. Throw-in.
MEETING #6: DISSENT

1. RULE STATES: A player shall be cautioned if he/she... shows dissent by word of mouth or action to decisions given by the referee. Player may not show dissent, whatever his/her feelings may be.

2. "SHOW DISSENT" IMPLIES:
   a. Overreaction
   b. Something you can hear or see
   c. Towards or to the referee
   d. To others about the referee’s decision

3. FORMS OF DISSENT:
   a. Argue
   b. Oppose
   c. Disagree
   d. Object
   e. Appeal
   f. Protest
   g. Plead
   h. Ridicule

4. WHY IS DISSENT SERIOUS?
   a. Against the spirit of game
   b. Deliberate misconduct
   c. Questions game control/authority
   d. Has effect on others

5. HOW CAN IT BE CONTROLLED?:
   a. Whistle
   b. Counsel/Warn
   c. Caution
   d. Disqualify/ Eject
   e. Terminate

6. DISSENT CAN BE:
   a. By word
      1. Baloney ref
      2. Are you serious?
   b. By action
      1. Italian salute
      2. Finger gestures
   c. Direct Behavior or Statements
      1. Remarks directly to an official, face to face
d. Indirect Behavior or Statements
   1. “Good tackle Joe; he missed it”
   2. “Clobber him next time”

e. Spontaneous
   1. Unintentional Behavior or Statements
      a) Placing hand on official
      b) Pointing finger at chest of official

f. Calculated Behavior or Statements
   1. Intended running after official by a coach or player
   2. Deliberate - taking card out of official's hand

g. Premeditated Behavior or Statements
   1. Mentioning ancestry of official
   2. Seeking mercy from fan

No change in rule is needed to eliminate problem. *Calmly but firmly caution the offender show the yellow card, inform coaches, scorers and other officials.*

7. EXAMPLES OF DISSENT:

Player Dissent
   a. Mental Tension
   b. Frustration
   c. Retaliatory
   d. Pain
   e. Ridicule

Coach Dissent
   a. Inconsistent Calls
      1. Letting too many fouls go uncalled
      2. Calling tight game - "Let the kids play"
      3. Too many drop balls
   b. Disagreement
      1. No signal
      2. Coach has different angle
      3. Coach is behind the play
      4. Doesn’t speak English very well
   c. Losing the game
      1. Team scored - cheap goal against his time just before halftime
      2. Poor opponent and team is not playing well
      3. Playing for playoff berth

d. No team control
   1. Team speaks different languages all at the same time
   2. Assistant coach is filling in for head coach who is unable to attend

e. Lack of rule knowledge
   1. Plays soccer using different set of rules
2. Wants to play 2 on 1 not 1 on 1. Gang up on defense

HANDBALLS  ) WANTS IT
OFFSIDE  ) ALWAYS
DANGEROUS PLAY ) CALLED

Fan Dissent
a. Sideline meddler
   1. First one at game to get a spot
   2. Meets you at table
   3. Captain of "Cheering" squad
   4. Attention seeker
b. Screamer
   1. Wants to hear own voice
   2. Dressed in trench coats and sneakers
   3. Shouts comments to officials
   4. Wants to be recognized
c. Profanity
   1. Group that hollers at opponents and the officials
d. Disruptive behavior
   1. They throw item(s) onto the field
   2. They bother opposing goalie

Referee Dissent
a. Coach pressure
b. Knowledge of rule
c. Out of shape
d. Fellow official

Player Dissent
a. Tension
   1. Not knowing position
   2. First game
   3. Misinterpretation of call
   4. Leader of team
   5. Parents in stands
b. Frustration
   1. Lack of ability
   2. Missed shot
   3. Teams losing
   4. Averages 4 goals per game

Retaliatory
a. Just deliberate behavior or statements
b. Doesn't understand advantage rule, stops playing
c. They were in last place season ago because they lost to this team
d. Deep seated anger for team
Pain
a. Just off injured list
b. Out of shape
c. Was out late last night
d. Playing both ways
e. He takes all kicks and throw-ins

Ridicule
a. Rabbit ears
b. Coach just gave him heck
c. Napoleon Short syndrome - 5 ft. tall

REMEMBER!!  DO NOT ALLOW DISSENT FROM PLAYER TO YOU - HIS OPPONENT OR TEAMMATE

QUESTIONS:

SUMMARY:

WHAT TO DO:

a. Whistle
b. Warn/Counsel
c. Caution
d. Disqualify
e. Terminate the game

CONTROL EARLY ON: STAY CALM, STAY FOCUSED, AND STAY WITH PLAY

COMMUNICATE:
MEETING #7: PROBLEMS ON THE SIDELINES

I. DEALING WITH BENCH PLAYERS AND COACHES: WHY THEY MUST BE CONFINED TO THE TEAM AREA:
   
   A. Ask the coach to cooperate in professional manner.
   B. All bench personnel must follow rule.

II. HANDLE PERSISTENT SHOUTING OR DISSENT FROM COACH:
   
   A. Stop game.
   B. Walk over slowly.
   C. Calmly approach the coach.
   D. Speak with authority in a normal and polite manner.

III. OBJECTS ARE THROWN FROM SIDELINES ONTO FIELD THAT ARE INJURIOUS TO PLAYERS:
   
   A. Stop game.
   B. Speak to home school personnel about incident.
   C. Request to have an announcement made if situation continues the game will be stopped.

IV. NO BLEACHERS OR BENCHES FOR FANS:
   
   A. As an official you must establish perimeter for the spectators before game starts.
   B. Seek and demand assistance from home school management.

V. BEHIND THE GOAL INTERFERENCE FROM THE SPECTATORS AND PHOTOGRAPHERS:
   
   A. Seek assistance from home school management to enforce the rules you establish before the game begins.

VI QUESTIONS

SUMMARY

IT IS THE OFFICIALS’ SOLE RESPONSIBILITY TO MANAGE THE GAME AND TO CONTROL DISRUPTIVE BEHAVIOR. IT IS THE RESPONSIBILITY OF THE GAME MANAGER OF THE HOME SCHOOL TO TALK WITH OR REMOVE SPECTATORS WHO CAUSE A DISRUPTION TO PLAY.
MEETING #8: ENCROACHMENT AND WALL SITUATIONS AT FREE KICKS

I. A. GAME CONTROL:

1. Rules state that it is the duty of the referee to enforce the rules.
   b. Rules states a player shall not approach within ten yards of the ball until it is in play.
      Exception: Less than ten yards available. (Standing on the goal line within the goal).
   c. Retake kick if:
      1. Players intentionally encroach and interfere.
      2. If player tries to delay game.
   d. Violates Spirit of Rules (Unsporting).
      1. Offending team has no rights - they are insulting the game.
      2. Offending team has a responsibility to be sporting.
      3. Offending team has already committed infraction or foul and has an obligation NOT to persist in misconduct.
      4. Offending team shall not be permitted to take further advantage from the opponents by delaying the game.
      5. Offending team has an obligation to respect rules and respect others.
   e. If wall does not retreat the required distance, they take away too much of the kicking teams' angle and, therefore the advantage of the kick.

II. SOME SPECIFIC WAYS TO PREVENT ENCROACHMENT:

A. Word to captains
B. Quick word to approaching player #15 - off the ball
C. Non-verbal
   1. Eye Contact
   2. Hand Motion
   3. Body Language

Remember: Deal with first situation effectively - presence lends conviction.

III. HOW TO DEAL WITH AN INDIVIDUAL PLAYER ENCROACHMENT:

A. #1 at Midfield
   1. Deal with encroachment quickly, talk early.
   2. Allow quick free kick but talk to encroacher so that no further advantage is gained by offending team.
B. #2 Attacking 1/3 of field near operative linesman
   1. Allow linesman to talk and participate in this situation.
   2. Dual or Double Dual System official closest to play deals with problem.
III. HOW TO DEAL WITH A WALL SITUATION:

A. Stand on ball and wave back
B. Move to become first brick in wall
   1. Ensure ball placement.
   2. Tell players to wait for whistle.
   3. Indicate spot - arm out.
   4. Be in position when restarting game.
   5. Do not place hands on players.
   6. Where 3 or more defending team players for a wall, all attacking team players must remain at least 1 yard from the wall until the ball is in play.

IV. QUESTIONS

V. WHAT YOU CAN DO TO DEAL WITH PERSISTENT MISCONDUCT

VI. SUMMARY

A. Talk
B. Warn
C. Whistle
D. Caution
E. Disqualification / Eject
MEETING #9: HANDLING SPECIFIC MISCONDUCT:
INSULTING, OFFENSIVE OR ABUSIVE LANGUAGE

Goal: Standardize the procedure for issuing cautions and ejections for insulting, offensive or abusive language.

Objective: The official will be able to define insulting, offensive or abusive language, handling this behavior by the coaches or players and also be able to demonstrate proper issuing of a caution or ejection for this type of misconduct.

I. Define Insulting Language
A. Verbal statement to put down or offend, to speak with an insolent tone or to use words to attack an official or other player.
B. Use of insulting language results in a disqualification.
C. It is the official’s individual interpretation of what “is” insulting, or disrespectful speech that demeans another person.
D. Examples:
   1. Behavior that demeans another’s race, heritage, religion or gender is considered taunting! Taunting will not be tolerated!
   2. Insulting language is often a remark or put down about another’s skills or abilities.
   3. Inappropriate street or gutter talk.
   4. Gestures by coach or players to fans in reference to the official’s actions or ability.

II. Define Offensive Language
A. Verbal statement or gesture that may be interpreted as offensive, to speak in a manner as an affront to the other person.
B. Use of offensive language results in a disqualification.
C. It is the official’s individual interpretation of what behavior “is” offensive.
D. Examples:
   1. Four Letter Curse words or other inappropriate use of swear words.
   2. Words used to intimidate or instigate a reaction.
   3. Gestures used to intimidate or instigate a reaction.

III. Define Abusive Language
A. Verbal statement or gesture that may be interpreted as abusive, to speak in a manner to attack or make a verbal assault on another person.
B. Use of abusive language results in a disqualification.
C. It is the official’s individual interpretation of what behavior “is” abusive.
D. Examples:
   1. Threats of retaliation, or intimidation “I’ll get you next time”.
   2. Verbal abuse of the official “Ref, you’re blind, continued questioning of every call, words or gestures used to intimidate/harass the official.
IV. Define **Discretionary power**:
   A. The official has the authority to issue a caution or ejection.
   B. The official may warn or counsel a player without issuing a caution.

V. Procedure to **issue a caution**:
   A. Official may choose to stop play immediately or delay until a dead ball situation.
   B. If the official decides to stop play he must STOP THE CLOCK.
   C. Approach the player in a calm manner.
   D. Have player stand with back to scores table (to get correct player #).
   E. For a caution as an example: dissent, hold Yellow card above your head, arms length and state, “caution, player #____.”
   F. Record the team, name and number.
   G. Notify the coaches, scorer, and the other officials.
   H. Player must leave the field of play, Permit the substitution.
   I. The cautioned player may return to game at next substitution opportunity after the 5 minute sit out.

VI. Procedure to issue an **immediate disqualification**.
   A. Official may choose to stop play immediately or delay until a dead ball situation.
   B. If the official decides to stop play he must STOP THE CLOCK.
   C. Approach the player in a calm manner.
   D. Have player stand with back to scores table (to get correct player #).
   E. If it is an immediate disqualification, for example: violent conduct or spitting at opponent, hold a Red card above your head, arms length and state, “Disqualification, player #____.”
   F. Record the team, name and number.
   G. Notify the coaches, scorer, and the other officials.
   H. Player must leave the field of play, **No Substitution** for this player.
   I. Disqualified player may not return to this game.

VIII. Official shall file appropriate paperwork with the governing body.
   A. Send written information of disqualification; date, game, teams, players names and numbers as required.
   B. File within 24 hours of issuing immediate disqualification from the game, as per PIAA By-laws.

IX. **Q & A: Insulting, Offensive & Abusive Language Misconduct Handout.**

X. **Summary:**
   A. Define insulting, offensive, and abusive language.
   B. Give an example of each.
   C. What is meant by “It is the official’s individual interpretation of what behavior is insulting, offensive or abusive?”
D. Proper procedures of issuing a caution, a disqualification and a disqualification for either taunting or a second caution able offense.
E. Follow up with the appropriate paperwork to your High School Association or other governing body.
Insulting, Offensive or Abusive Language Handout

1. Offensive language: (True or False)
   a. An obscene gesture shall be penalized as offensive language.
   b. Insulting, offensive and abusive language carry the same penalty.
   c. Spitting in the face of an opponent is to be considered as abusive instead of foul language.
   d. Four-letter words by a spectator, and directed to the referee is Offensive language and shall be penalized.

2. Abusive language: (True or False)
   a. Abusive language is more serious than offensive language.
   b. The penalty for abusive language is automatic disqualification.
   c. The referee has discretionary power to treat abusive language as a caution offense.
   d. Abusive language does not have to be obscene.

3. If a player is guilty of abusive language and the referee has discretionary power as follows: (True or False)
   a. Give an automatic caution.
   b. Give an automatic disqualification.
   c. Is permitted to counsel in a quiet and unobtrusive manner suggesting that he “keep cool”, and that any repeated infraction of abusive language will result in a yellow card.
   d. Decide the severity of the infraction and either caution, eject, or counsel the offending player.

4. A player guilty of shouting an obscenity/ using offensive language at another player shall:
   a. Be disqualified immediately.
   b. Be disqualified only after any scoring opportunity by the offensive team ends.
   c. Be cautioned immediately.
   d. Be cautioned only after any scoring opportunity by the offensive team ends.

5. During the issuing of either a caution or disqualification to a player for foul or abusive language, the referee shall use the following procedures: (True or False)
   a. WHISTLE and STOP the clock.
   b. Whistle but do not stop the clock.
   c. Require offending player to go to the sideline so that the scorekeeper can record offended player’s number.
   d. Prohibit substitution.
MEETING #10: COMMON PROBLEMS AT THE TAKING OF A CORNER KICK

Goal: Knowledge of situations common to the corner kick.

Objective: To avoid unnecessary problems during the taking of a corner kick.

- The corner kick is a critical restart. Once the ball is kicked into play all the action takes place directly in front of the goal.
- There are several things the referee must be attentive to in order for the corner kick to be taken correctly.

1. **Corner Flag**

   Some players want to remove the flag and throw it on the ground in order to avoid post/flag while taking the kick. **This is not permitted** since the flag must remain in place while the kick is being taken.

2. **Ball Placement**

   Again, some players try to take advantage to get a better angle on their kick. The rule states the ball must be placed on the ground, within the quarter circle including on the lines. The corner kick is taken from the corner nearest where the ball left the field of play.

3. **Encroachment**

   All players of the defending team must be at least ten yards away from the ball until it is kicked. Encroachment should not be tolerated, as they are trying to gain advantage by not being the proper distance away from the ball.

   The flag, ball and the defenders must be in their proper place **before** the corner kick signal (**whistle**) is given by the official.

4. **Obstruction of the goalkeeper**

   Invariably, you will have a forward stand directly in front of the goalkeeper and move in the path of the goalkeeper when the kick is taken. The official must determine if the forward is obstructing the goalkeeper, and if so, penalize the forward.

5. **Offensive Pushing/Charging**

   The problem usually occurs when the offensive player (usually the tallest) runs in for a head ball. In doing so, the player runs over the opponents in the way. This is
not permitted. The official must penalize the offender who fouls in an attempt the reach the ball.

6. **Defensive Fouls Holding/Striking**

Fouls inside a crowded goal area often escape detection. Holding an opponent (usually by the shirt or shorts). Following a “fisted” ball (by the goalkeeper) be observant that the goalkeeper does not deliberately strike an opponent.

7. **Questions**

Where should the officials position themselves to best administer the corner kick? After the ball has been kicked where should the official’s attention be?

8. **Summary**

It is critical to properly manage the taking of the corner kick to assure there is no unwarranted advantage.

Best way to prevent problems with the corner kick is:

1. Proper positioning by officials.
2. Proper flag placement.
3. Proper ball placement.
4. Awareness of encroachment.
5. Anticipate fouls committed against the goalkeeper or by the goalkeeper.
MEETING #11: TECHNIQUES THAT HELP ACHIEVE GAME CONTROL

Goal: To maintain game control from pre-game to post-game.

Objective: To gain respect of players and coaches. As a referee, in order to gain and maintain control of your game, you must have the respect of the coaches and players.

A. Pre-Game

Ask yourself these questions:

1. Did you arrive on time? Or "Sorry Coach, I'm a little late, but will be OK in a few minutes."
2. Was your gear in order? Or "Hey Coach, I forgot my shoes. May I borrow a pair from one of your players?"
3. Were you fit physically and mentally prepared? Or "Coach, do you have a knee brace I could borrow?"

B. Entering The Field

1. Come out looking like a referee.
   a. Complete Uniform.
   b. Instructions to timer & scorer.
2. Coin Toss
   a. First impressions are important since captains relate information to teammates.
3. When addressing the captains and the teams mention only a few important items of gamesmanship to them. Lengthy speeches are unnecessary.
   Examples:
   a. Don't kick ball away after whistle.
   b. If ball is not yours, don't touch it.
4. Start of play and first fouls.
   a. Blow the first whistle to start the game with authority.
   b. The first foul you whistle could be the most important call you make during the entire game. MAKE IT COUNT!!
   c. Be close to the play, whistle with authority, and indicate with the proper signal

You are on the road to establishing your authority with the players.

BE FIRM IN WHAT YOU DECLARE
C. **Maintaining Control**  
1. Always hustle to be on top of the play.  
2. Deal with offenders who wish to use delay tactics. If necessary, caution the players.  
3. Avoid getting into the habit of stepping off ten yards on free kicks.  

D. **Communications**  
1. Approved signal should follow all whistles.  
2. Discuss all signals with your partner(s) and mention to the timekeeper any signals they should be aware that are used during the game by the officials.  
3. Talk to players, only when necessary.  

   Example: You have just called a foul on #4 (red); "Come on #4, you are a better player than that."  

E. **Regaining Control**  
1. When the game control starts to slip away:  
   a. Cut down on the use of the advantage clause.  
   b. Several quick fouls usually solves the problem.  
2. Yellow and red cards  
   a. **USE THEM, DON'T ABUSE THEM**  
   b. Justified use for the yellow card can help establish game control.  
   c. Never threaten an individual, stay calm, be professional and efficient.  
   d. Ask yourself, are you sure that giving this player a card will facilitate better game management?  

F. **Proper Use of Signals**  
1. Refer NFHS Soccer Rules Book for discussion of the dual system and double dual system.  
2. In both systems, use the official soccer signals found in NFHS Soccer Rules Book. Do not use signals other than those illustrated. No homemade signals. Practice signals and insure they are clear, crisp and correct. The proper order of signals are as follows:  
   a. Short blast of whistle.  
   b. Indication of foul/violation.  
   c. Point direction.  
   d. Type of kick.  

G. **Summary**  
Start building your reputation as soon as you arrive at the field. Avoid being a dictator; apply the rules consistently and fairly. Always begin with a good pre-game, leave the area with your partner, discuss and complete any necessary post-game paperwork away from the field area. Using the above techniques will hopefully help your game control.
MEETING #12: Consistency in Application of the Rules and Improved Refereeing Techniques

Goal: The referee should be able to display consistent and uniform interpretation of the rules of soccer.

Objective: 1. State (4) four basic criteria of a good referee.

2. Describe at least (3) three criteria in actual game situations.

A. **Apply the Rules Consistently**

Discuss some typical examples:

1. Handling: intentional / unintentional
2. Pushing: problems
3. Offside

B. **Dealing with Players**

Discuss some typical examples:

1. Retaliation
2. Swearing incidental profane language vs. offensive language

Note: Treat all players with respect.

C. **Dealing with Coaches**

Discuss some typical examples:

1. Warning: Verbal warning; Formal: Caution.
2. Talk: Counsel:

Note: Avoid and prevent biased calls, employ mechanics properly.

D. **Dealing with Trainers**

Discuss some typical examples:

1. Entering the field.
2. Throwing bottle of water to players.
E. **Dealing with Spectators**

Discuss some typical examples:

1. You must build a positive reaction; not biased.
2. Call the same way throughout the whole game.
3. Make sure you treat all players the same way.
4. Keep control evenly. This will make players trust the referee.
5. Mechanics: all referees' mechanics should be the same in each game, so that no matter who your partner is in a given game you will each know exactly what to expect of the other.

F. **Advantage**

Consider the other side of the coin: it is difficult to apply the advantage clause consistently because of the changing nature of game factors and play; yet it is a most important referee technique which must be mastered and applied with as much consistency and discretion as possible.

G. **Discuss some typical examples:**

1. Tempo of game changes.
2. Intensity of players.
3. Listing control.

H. **Questions**

I. **Summary of Key Ideas**

1. Apply rules consistently.
2. Treat all players with respect.
3. Prevent biased calls.
4. Use mechanics properly.

J. **Restart Chart**
## Restart Chart

<table>
<thead>
<tr>
<th></th>
<th>Can score directly</th>
<th>Can be judged offside</th>
<th>Ball must go forward</th>
<th>Ball in play</th>
<th>Opposing players</th>
<th>Teammates</th>
<th>2nd touch, same player, ball in play</th>
<th>Broken restart</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Kick Off</strong></td>
<td>Yes*</td>
<td>N/A**</td>
<td>Yes</td>
<td>Moves forward</td>
<td>In own half, 10 yards</td>
<td>In own half</td>
<td>IFK Retake</td>
<td></td>
</tr>
<tr>
<td><strong>Indirect free-kick</strong></td>
<td>No</td>
<td>Yes</td>
<td>No</td>
<td>Moves (inside PA, must leave penalty area)</td>
<td>10 yards (Except quick kick)</td>
<td>Anywhere</td>
<td>IFK Retake</td>
<td></td>
</tr>
<tr>
<td><strong>Direct Free-kick</strong></td>
<td>Yes*</td>
<td>Yes</td>
<td>No</td>
<td>Moves (Inside PA, it must leave penalty area)</td>
<td>10 yards (Except quick kick)</td>
<td>Anywhere</td>
<td>IFK Retake</td>
<td></td>
</tr>
<tr>
<td><strong>Penalty Kick</strong></td>
<td>Yes*</td>
<td>N/A**</td>
<td>Yes</td>
<td>Moves forward</td>
<td>Outside penalty area, behind penalty mark, 10 yards from ball</td>
<td>Outside penalty area, behind penalty mark, 10 yards from ball</td>
<td>IFK Retake</td>
<td></td>
</tr>
<tr>
<td><strong>Corner kick</strong></td>
<td>Yes*</td>
<td>No</td>
<td>No</td>
<td>Moves</td>
<td>10 yards</td>
<td>Anywhere</td>
<td>IFK Retake</td>
<td></td>
</tr>
<tr>
<td><strong>Goal kick</strong></td>
<td>Yes*</td>
<td>No</td>
<td>No</td>
<td>Must leave penalty area</td>
<td>Outside penalty area</td>
<td>Anywhere</td>
<td>IFK Retake</td>
<td></td>
</tr>
<tr>
<td><strong>Throw-in</strong></td>
<td>NO</td>
<td>No</td>
<td>No</td>
<td>Enters field</td>
<td>Can not interfere, or impede thrower</td>
<td>Anywhere</td>
<td>IFK Retake</td>
<td></td>
</tr>
<tr>
<td><strong>Drop Ball</strong></td>
<td>NO</td>
<td>N/A</td>
<td>N/A</td>
<td>Touches ground</td>
<td>N/A</td>
<td>N/A</td>
<td>OK Retake</td>
<td></td>
</tr>
</tbody>
</table>

*May score directly against an opponent on a DFK, Goal Kick, Corner Kick, Penalty Kick, Drop Ball and Kick Off.

**Penalty Kick: All players must be behind the penalty mark and outside the penalty area except the kicker and the opposing Keeper.
MEETING #13: DAILY GAME REMINDERS

Things for a soccer official to think about "ON THE FIELD"

A. **Reading Tactics of Play**
   1. Look for the skill levels of the players.
   2. Examine the attitude of the players.
   3. Think about energy conservation in the game.
   4. Positioning *relative to play on the field* (do not get in the way, be on top of the play).
   5. Is it dissent or frustration?
   6. Look for game delaying tactics (abnormal substitutions, encroachment, etc.).
   7. Look for fouls to abrogate or gain advantage over skilled players - watch for tactics of intimidation.

B. **Communication**
   1. Referee to players.
   2. Referee to referee (dual system or double dual system).
   3. Pre-game discussion and instruction - CRITICAL!!!!
   4. Signals done with style and authority - approved signals and whistle.

C. **Rule Interpretation**
   1. Interpret fairly and consistently for both sides.
   2. Avoid questionable calls.

D. **Presence and Authority Presented in Match Control**
   1. Accuracy and precision.
   2. How does your presence influence the game: can the players take a quick kick, etc.?

E. **Mechanics**
   1. Positioning @ free kicks, game starts, restarts.
   2. Issuance of a verbal admonition, caution or ejection.
   3. Use of whistle (TONE, etc.).
   3. Body language (facial expression, fitness, appearance, voice, etc.).
F. **Professionalism**

1. What is your perception and how do others perceive the image you display???
2. Enter and leave the field of play with style as a team.
3. Positive mental attitude.
4. Can the crowd, coaches, players, etc., influence your decisions??? You must remain fair and impartial.

G. **Game Control**

1. Dual system or double dual system (two whistles or three whistles).
2. Positioning to maintain good control.
3. Support from: fellow officials, eye contact, involved, protecting the referee back.

H. **Use of Advantage**

1. As applied to tactic of play (cheap and dirty or skillful???)
2. Advantage: To give or not to give that is the question???
   - How much advantage do the players want???
   - How much can they handle???
   - How much can you use and still maintain control???
   - How much is allowable to maintain a high level of enjoyment???

I. **Questions**

J. **Summary**

K. **Optional Handout: Head Referee / Referee Dual System Handout**
Both officials
1. Both officials shall work in cooperation to inspect the game balls, field of play, nets, players' uniforms and equipment.
2. The referee’s jurisdiction begins when he/she enters the field and ends when they leave at the conclusion of the game.
3. Not set aside a judgment or question decisions made by the other official within the limits of his/her respective outlined duties. (Joint counsel is helpful)
4. Both officials have equal authority and responsibility in calling fouls.

The head referee shall:
1. Conduct a thorough pre-game conference.
2. Instruct the timer, score, speak with the coaches, captains and conduct the coin toss.
3. Determine whether a goal shall count if the officials disagree.
4. Terminate or suspend game when a rule or conditions so warrant.
5. Decide upon matters which the timer or scorer disagree.
6. At end of each time period check and approve the score.
7. Keep time & score when no other means are available.
8. Decide on any point not specifically covered in the rules.
9. Rule upon the legality of player equipment.

The referee shall:
1. Instruct ball holders.
2. Assist the head referee (field, ball, net, and player inspection).
3. Assist in coin toss and talk with team captains.
4. Carry out the duties as assigned by the head referee, in order to work cooperatively to manage the game.
MEETING #14: ADMINISTRATION OF START OF PLAY/RULE 8-KICKOFF

Author: Tom Ames

I. When is a kickoff taken?
   A. To initiate play at the start of each period.
   B. And after goals are scored.

II. Player positions:
   A. At the moment of the kickoff, all players, except the player taking the kickoff, shall be in their team’s half of the field.
   B. Players opposing the kicker shall be at least 10 yards (designated by the radius of the center circle) from the ball until it is kicked.
   C. The referee signals with a whistle.

III. Where and How the kickoff taken:
   A. From the center of the field, the ball is placed on the 9" center spot or other suitable center mark
   B. The ball shall be stationary on the ground.
   C. The ball is in play once it moves forward.
   D. A goal may be scored directly (against the opponent) from the kickoff.

IV. Who may touch the ball after it is in play:
   A. The ball may be played by any player except the one who kicked off.
   B. The kicker may not play the ball until it has been played by another player on either team.
      Penalty: IFK is awarded to the opponent if the kicker plays the ball before another player has played it.

V. Summary: Kickoff
   A. When
   B. Player position
   C. Where & How
   D. After Ball is in play

VI. Restart Handout: can be used from Lesson #11
MEETING #15: ADMINISTRATION OF THE CORNER KICK

I. Corner Flag
   A. The post for the flag must be at least 5 feet high, non-pointed at the top, and at least 1 inch in diameter. It shall be constructed of a smooth, consistent and or flexible material of wood, plastic or plastic foam.
   B. The flag shall be a bright color and secured to the post
   C. The corner flag may not be removed for any purpose during the game. No slapping, pushing it or holding it out of the way for the taking of the corner kick.
II  Ball Placement
   A.  the ball shall be kicked from the ground within the quarter
circle, including on the lines, nearest where the ball left the
field of play.
   B.  The ball is in play when it is kicked and moves.
   C.  Failure to kick the ball as specified results in a rekick.

Legal Ball placement in a), b) and c) as shown on diagram and
Illegal Ball placement in d).
III. Player Positions
A. Players of defending team shall be at least 10 yards from the ball until it is kicked. Do not permit encroachment!
B. The first offensive player to receive the ball directly from the corner kick is not judged as offside but,
C. The offensive player who is not offside during the corner kick may be put in an offside position during a subsequent play.
D. Watch for fouls committed inside the penalty area during this time.
IV. Position of Officials during the corner kick (dual system)

A. Lead official moves into position behind flag in direct line with goal line to judge the ball ready and to watch the playing of the ball and players in the box.

B. Trail official moves to the top of the penalty area watch action around the goalkeeper and play within this area.

C. The trail official’s position should not interfere with play but permit observation of fouls within this area.
V. Position of Officials during the corner kick (double dual system)

A. Side 1 (AR1) official moves into position behind flag in direct line with goal line to judge the ball ready and to watch the playing of the ball and players in the box.

B. Center Referee (R) moves to the top of the penalty area to watch action around the goalkeeper and play within this area. This official’s position should not interfere with play but permit observation of fouls within this area.

C. Side 2 (AR2) moves up to observe as per instructions.
MEETING #16: DEALING WITH THE SIDELINES

AUTHOR: Tom Ames

I. INTRODUCTION: Dealing with the sideline.

II. OBJECTIVES: To identify the 3 problem areas.
A. Bench - players, coaches & assistants.
B. Bleachers - in place or not.
C. Behind the goal area.

III. Field Inspection:
A. Do a pre-game check the field of play.
B. Anticipate: Know what problems you are going to have to address.
C. Correct problems - if possible before the game starts.
D. Report unusual problems to the proper Game Manager, Coach or school officials.

IV. Problem Area 1: Team Areas
A. All bench personnel, players, coaches and coach assistants must stay within the team area.
B. There shall be a designated "official's area" for incoming substitutes, scorers and timers.
C. The team area shall be marked with a solid line and extend 10 yards on each side of the halfway line for a distance of 20 yards.
D. An exception: when teams are placed on opposite sides of the field, the team areas will then extend 10 yards on either side of the halfway line.
E. If field has no team area - designate or make one; get assistance from the head coach.

V. Problem Area 2: Spectator's Area
A. If the field has bleachers behind the goals – any spectator in that area must be seated in the bleachers.
B. Spectators must be at least 10 feet from the touchline, the team/official areas and the goal lines.
C. If the field has no bleachers or designated markings for spectators establish a perimeter before the game starts. Enlist help from the home management.

VI. Problem Area 3: Area Behind the Goal line
A. No one is permitted to stand behind the goals.
B. No Spectators behind the goals unless seated in bleachers.
C. Enlist help from the home management to move individuals from this area.

VII. DEALING WITH A MAJOR PROBLEM:
A. Suspend/Stop the Game.
B. Enlist help from the home management.
C. Announce the game has been suspended for the reason of…..

VIII Questions:
A. Where is the designated team area?
B. Where are spectators permitted?
C. Is anyone permitted behind the goals?

IX. Summary:
A. Do a proper field inspection as part of your pre-game.
B. Report any problems to game manager.
C. Correct problem before the game starts.
D. Work with the home management to correct problems.
E. Deal with the situation professionally and firmly.
MEETING #17:  HANDLING PLAYER DISQUALIFICATIONS

AUTHOR:  Glenn Fogel
TOPIC:  Handling player disqualification

OBJECTIVES:

To define the behaviors/actions that lead to an ejection as listed in the NFHS Soccer Rules.
To list two guidelines for determining when disqualified players may or may not be replaced.
To list three guidelines concerning game ejections.

A.  INTRODUCTION

1.  Basic premise of NFHS Rules, aggressive, clean play is permitted.
2.  Rules determine which specific actions (behaviors) lead to a disqualification.
3.  Responsibility of the Official is to enforce the rules: specifically the rules regarding player misconduct that result in disqualification.
4.  Difficult decisions for some Officials:
   a.  Determining when to caution versus when to disqualify a player.
   b.  Consistency in judging player misconduct.

B.  BACKGROUND OF THE PLAYER

1.  Players possess different levels of skill.
2.  A player may display an attitude toward Officials.
3.  The pressure of winning may lead to player misconduct.

C.  OFFICIAL’S AUTHORITY

1.  The official is provided discretionary authority under NFHS Rules.
2.  Their authority to eject extends to players, coaches, bench personnel, and any participants.
3.  Pertinent rule review, Rule 12, Section 8 Articles 2 and 3.
4.  Report all player disqualifications using the approved form.

D.  RULES DEFINE SPECIFIC BEHAVIORS RESULTING IN DISQUALIFICATION

1.  Rule 12, Section 8, Articles 2 and 3 list behaviors that result in ejection.
   a.  Taunting (Red).
   b.  Subsequent caution (Red).
   c.  Violent conduct (Red).
   e.  Serious foul play. (Red).
   f.  Spitting at another person (Red).
   g.  Using offensive, insulting or abusive language (Red).
   h.  Leaving the team area to enter the field when an altercation is taking place unless summoned by the official (Red).
E. GUIDELINES TO DETERMINE REPLACEMENT OF DISQUALIFIED PLAYERS

1. Players may not be replaced if disqualified for:
   a. Violent conduct.
   b. Serious foul play.
   1. Deliberate handling of ball to prevent a goal.
   2. Foul against on opponent who is moving toward their offensive goal with an obvious chance to score.
   c. *Offensive, insulting or abusive language.*
   d. Leaving the team to enter the field when a fight or altercation is taking place.
   e. Spitting at another person.

F. GUIDELINES CONCERNING GAME EJECTIONS

1. Officials have discretion but, Rule 12; Section 8, requires disqualifications for certain types of misconduct.
2. Officials must be consistent in determining when an ejection is necessary.
3. When issuing a red card be fair, firm and keep the administration of the disqualification orderly and efficient.

SUMMARY:

1. The NFHS Rules are written to allow clean, aggressive, fair play.
2. Official has authority to eject/disqualify all participants: players, coaches, and bench personnel.
3. The rules allow replacement of players on certain types of disqualification situations.
4. Officials must be consistent when an ejection/disqualification is necessary.
MEETING #18: IMPORTANCE OF PRE-GAME PREPARATION

AUTHOR: Stan Latta

Discuss the importance and relevance to a successful match.

GOAL: To Review the Three Critical Time Blocks Prior to the Match

OBJECTIVES: At the Conclusion of this 10 minute concept lesson, each referee and candidate will be able to identify the 3 important time blocks prior to the match.

PRE-GAME PREPARATION

A. THE NIGHT BEFORE

Contact the Referee Crew, Coordinate Driving, Who, When, Where?
Uniform Coordination, Laundered, Alike, Rain Gear, Shoes shined
Identification of Teams and Field, Match Time

B. ON THE WAY TO THE MATCH

Discussion of current issues regarding teams and/or issues raised at chapter meetings
Discussion of Rule Interpretations
Referee and Assistant Referee Responsibilities
Discuss Teams and any Strategies to officiate that day
Discuss Handling Injuries
Be Sure Uniforms are alike

C. MATCH SITE

Introduction to Coaches, School Officials, Game Manager
Check the Field, Game and Player Equipment
Where will Teams Go if Play is Suspended and must Leave the Field
Discuss Mechanics with Each Referee
Review role of Field Support Personnel….timer, scorer, ball runners, trainer, etc.
Secure the Roster for each Team
Meet with Coaches/Captains, Read Sportmanship Message, Conduct Coin Toss
Assume Positions for Start of Match
Start Match on Time
## Typical Pre-Game Dual System Reference Card

**Official’s Pre-Game Discussion**
- Designate the head official/who will retrieve rosters, coin toss and players talk, record keeping duties medical releases, etc.
- Familiarity with teams?
- When/if need assistance on a call signal to be used
- Move to best position for PK, CK, GK and Free kicks near goal
- Designate who takes sub side first
- Use clear hand signals. Mirror all signals for good communication
- Indicate for a sub, hold signal until ready to give 2nd whistle to restart on own side.
- Hold IFK signal until ball has been touched or goes out of play.

**Instruction to Scorer:**
- Verify team roster
- Record all scores
- Record #, name & reason for caution or disqualification
- Signal when a substitution is possible.
- Players must report prior to the dead ball situation to enter on a Ck, Gk or Throw-in.
- Verify the score with the official.

**Instruction to Timer:**
- Start clock when ball is in play
- Stop clock when signaled on a DQ, Caution, PK, injury and after a Goal.

**Instruction to Ball Holders:**
- Min. of 2 holders.
- Assist the flow of game, carry an extra ball, and retrieve the all when it goes out of play.
- Place the ball on the ground or hand it to the nearest player for the restart.
- Be observant & helpful without interfering and do not coach your team from your position.

## Typical Pre-Game Dual System Reference Card

**Player Talk and Inspection**
- No player may enter the field unless properly equipped
- No excessive celebration or taunting
- Do not kick the ball away
- Play in a manner that respects the game and treat your opponents fairly, respect the official calls
- If Free kick is awarded against you move the required 10 yds.
- If bleeding occurs we will ask that you leave the field to be attended and the wound covered
- Captains please ask questions respectfully and at a dead ball of half time if possible
- Substitutees must report to the scorer and enter at the centerline. Enter when beckoned, except after a goal.

**To the Coach:**
- Good luck and please verify that your players will enter the field properly equipped. If there are any medical releases please submit them now.

### Notes:

Submitted by Cindy Lamont
MEETING #19: PROPER MECHANICS IN CALLING A PENALTY KICK

AUTHOR: Art Richardson

OBJECTIVES:

1. Identify the two violations that necessitate a penalty kick.
2. Identify four examples of proper mechanics.
3. Identify four mistakes commonly made in mechanics and procedure.

INTRODUCTION:

1. The necessity and rationale for a penalty kick in the rules:
   a. A potential goal-scoring opportunity is present.
   b. A violation of rules occurs within a defined area.
      1. Indirect vs direct kick violations.
      2. The same foul at the 40-yard area does not represent an obvious goal-scoring opportunity.

2. The Rule - RULE 14

3. The role of the referee.
   a. To enforce the rules and conduct of the game.
   b. To control the game.
   c. To focus when a penalty kick is awarded.
   d. To use proper mechanics of officiating is vital.

BODY:

1. When is a penalty kick awarded?
   a. Rule 14
   b. Rule 13, Section 1 and 2
2. Mechanics
   a. Whistle - loud, clear and immediate.
   b. Stop the clock.
      1. Use distinct and clear signals.
      2. If the offense is serious enough for a card, issue it at this time.
      c. Point and move to the Penalty Kick mark quickly and decisively.
      d. Control the situation NOW.
   1. Clear the area and align players.
   2. Identify the kicker.
   3. Clarify the positioning and rule to the goalkeeper.
3. Common mistakes in mechanics and procedure
   a. Incorrect rule interpretation.
   1. Direct vs indirect kick.
   2. Ask for examples from class.
   b. Failure to stop clock.
   1. Game time is lost.
   2. The referee appears to be unsure or indecisive.
   c. Weak whistle  
   d. Indecisive signal to the mark.
   1. Causes players to question.
   2. Referee appears to question himself.
   e. Discussion or explanation beyond the call with players.
   f. Discussion or explanation beyond the call with coaches.
   g. Consulting with the other referee after the call has been made.
   1. Consulting with a line referee for position of the foul must occur before the call, but only if necessary. This, too, can appear to be weakness and lead to dissent.
   5. Discussion with the class - question and answer period, individual incidents for class experiences.

SUMMARY AND CLOSURE:

1. A penalty kick is awarded for a violation of the rules that occurs in a defined area.
2. The role of the referee is to enforce the rules of the game from start to end.
3. Knowing the proper mechanics will avoid confrontation on the awarding of a penalty kick.
# Penalty Kick Situation Handout

Created by Cindy Lamont

<table>
<thead>
<tr>
<th>Violation by:</th>
<th>Result of PK:</th>
<th>Restart:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defender encroaches</td>
<td>Enters Goal</td>
<td>Award Goal, restart K.O.</td>
</tr>
<tr>
<td>Defender encroaches</td>
<td>No Score directly out of bounds</td>
<td>Re-kick</td>
</tr>
<tr>
<td>Defender encroaches</td>
<td>Rebounds into play from Goalkeeper</td>
<td>Re-kick</td>
</tr>
<tr>
<td>Defender encroaches</td>
<td>Saved &amp; held by Goalkeeper</td>
<td>Re-kick</td>
</tr>
<tr>
<td>Attacker encroaches</td>
<td>Enter Goal</td>
<td>Re-kick</td>
</tr>
<tr>
<td>Attacker encroaches</td>
<td>No Score directly out of bounds</td>
<td>Goal-kick</td>
</tr>
<tr>
<td>Attacker encroaches</td>
<td>Rebounds into play from goalkeeper</td>
<td>IFK at spot of the foul</td>
</tr>
<tr>
<td>Attacker encroaches</td>
<td>Saved &amp; held by Goalkeeper</td>
<td>Play on</td>
</tr>
<tr>
<td>Both A &amp; D encroaches</td>
<td>Regardless of outcome</td>
<td>Re-kick</td>
</tr>
</tbody>
</table>
MEETING #20: REFEREE COMMUNICATION ON THE FIELD

Author: Stan Latta

Topic: Communication on the field

a. Mechanics
   1. Whistle.... How to blow and when.
   2. Refer to Rule 5, Section 3, Article 1,a,b,c,d; Rule 8, Section 1, Article 1; and Rule 9, Section 1, Article 3.
   3. Verbal signals.... not always necessary but helpful....use discretion.
   4. Hand signals.
   5. Direction of play.
   6. Mirroring signals.... why it is important.

b. Positioning
   1. Eye contact.... move to insure proper position.
   2. Different between dual and double dual.
   3. "Other hand signals" These are signals between referee to communicate with each other.... direction of foul or play, type of foul, kind of kick, in the box, etc....

c. Use of “Breaks” to communicate with other referees
   1. Use dead ball opportunities (injury time, end of half, yellow card, etc.) to communicate verbally with other referees.
   2. Review on field communication issues on the way home or at the next training session.

d. How to communicate with bench personnel, coaches, players, timer and scorers.
   1. Review the proper procedures and proper time to communicate with the other field personnel.
   2. Discuss “rabbit ears” and communicating with spectators.

e. Demonstrate the proper mechanics of the hand signals for NFHS.
   1. Review all hand signals and demonstrate their proper execution.
   2. Discuss when each of the signals should be used during the game.

QUESTIONS

SUMMARY

1. Review the importance of good on field communication.
2. Review the mechanics of good on field communication.
3. Discuss what can happen when communication breaks down.
MEETING #21: FOULS – HANDLING

Introduction: Handling - Rule 12-2-1:

Handling, as defined by current rules; a field player shall be penalized for deliberately handling, carrying, striking, or propelling the ball with a hand or arm.

The exception to Rule 12, Section 2, Article 1 is: the goalkeeper is permitted to handle the ball within his own penalty area. (Review goalkeeper restrictions)

The penalty for handling is a direct free kick. (Unless within the penalty area by a defensive player, then it would be a penalty kick)

Objective: To describe 5 situations for handling.

A field player deliberately handles, carries or directs the ball with his/her hand or arm. (Penalty: Direct Free Kick)

Deliberate handling to stop an attack. (Penalty: DFK & Caution)

Player who deliberately handles the ball to prevent it from going into the goal. (Penalty: DFK & Disqualification)

2. Female protective position taken prior to a kick in a defensive wall.
   a. No penalty when the ball strikes the stationary hands in front of the body or the arms over the chest providing the hands and arms remained stationary.

3. Male protective position taken prior to a kick in a defensive wall.
   a. No penalty when the ball strikes the stationary hands in front of the body providing the hands and arms remained stationary.

4. Player uses a chest trap and upper arms to control the ball. (Penalty: DFK)

5. Goalkeeper handles the ball outside the penalty area. (Penalty: DFK)

Remember that any foul with an award of a DFK that is committed by defensive players inside their own penalty area would result in a Penalty Kick.

Questions: Answer any concerns or question posed by class.
Summary: Recap the main situations of handing calls.
Evaluation: Discuss game scenarios to ascertain the understanding of the subject.
MEETING #22: MISCONDUCT–WARNINGS, CAUTIONS AND DISQUALIFICATIONS

I. Types of Punishment for Misconduct:
A. Warnings
B. Cautions
C. Disqualification

II. Warnings:
A. Warnings *mentioned during* captains meeting.
   1. Deliberate fouls against the goalkeeper.
   2. “Foul or Vulgar” language.
      a. Incidental vulgar or profane language.
      b. Insulting, abusive or offensive language.

III. Cautions:
A. Reasons to issue a caution.
   1. Unsportsmanlike conduct.
   2. Use of tobacco products at the game site.
   3. Use of video replay or communication devices to assist coaching.
   4. Entering or leaving the field of play (except through normal play) without the consent of the official.
   5. Persistent infringement of the rules of the game.
   6. Dissent (objection to decision by work or action.)
   7. Incidental use of vulgar or profane language.

IV. Disqualifications:
A. Reason to issue a Disqualification:
   Taunting (Red).
   Violent Conduct (Red).
   Serious Foul Play (Red).
      a. Any player (other than the goalkeeper within his own penalty area) who deliberately handles the ball to prevent it from entering the goal.
      b. A foul *committed* against an opponent who is moving towards the offensive goal with an obvious opportunity to score.
   5. Spitting at another person (Red).
   6. Using offensive, insulting or abusive language (Red).
   7. Leaving the team area to enter the field during a fight or altercation without being summoned by an official (Red).

V. Guidelines for player replacement after a Caution or Disqualification:
A. Caution (Yellow Card).
1. The cautioned player (issued the yellow card) must leave the field and may be replaced. (The coach may opt to play short.)
2. The cautioned player may not re-enter until the next legal substitution opportunity after the five (5) minute sit-out period.

B. Disqualification for a Subsequent Caution
1. Player must leave the field and issued the (Red card).
2. The player may not be replaced (team to play short).
3. NO RE-ENTRY -- Disqualified player may not re-enter the game.

“Immediate” Disqualification for all other Red Card Offenses:
1. Player must leave the field and issued the Red card.
2. Player may not be replaced (No substitution for this player).
3. NO RE-ENTRY - Disqualified player may not re-enter the game.
4. This player may not participate in the next game at this level.

VI. Summary: Review of material and questions
A. Misconduct is behavior or actions that must be punished as defined in Rule 12 –8.
B. Types of punishment for Misconduct (3): Warning, Caution, DQ.
C. Reason to issue a caution (7).
D. Reasons for a DQ after a caution
E. Reasons for an immediate DQ (Red) (5).

VII. Follow up reminder:
A. Use proper procedures for issuing any warning, caution or disqualifications.
B. Be firm, fair, and efficient when issuing any punishment for misconduct.
# Fouls and Misconduct Handout PIAA created by C. Lamont

<table>
<thead>
<tr>
<th>Fouls punished by a DIRECT FREE KICK</th>
<th>Fouls punished by an INDIRECT FREE KICK</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unless game was stopped for some other reason calling for a different restart subject to Rule 13-Section 1- Art.3 &amp; 4</td>
<td>Unless game was stopped for some other reason calling for a different restart subject to Rule 13-Section 1- Art.3 &amp; 4</td>
</tr>
<tr>
<td>Kicking or attempt to kick opponent</td>
<td>Interference or impeding the Keeper or to prevent him from releasing ball into play</td>
</tr>
<tr>
<td>Tripping or attempt to trip opponent</td>
<td>Charging into an opponent when neither player is within playing distance of the ball</td>
</tr>
<tr>
<td>Striking or attempt to strike opponent</td>
<td>Dangerous play</td>
</tr>
<tr>
<td>Jumping at opponent</td>
<td>Obstruction deliberate act by player not in possession of the ball who impedes progress of an opponent</td>
</tr>
<tr>
<td>Holding opponent or Pushing opponent</td>
<td>Time Wasting (Goalkeeper must release the ball within (6) six seconds after possession)</td>
</tr>
<tr>
<td>Spitting at opponent</td>
<td>Same player playing the ball a second time after the ball is in play following a throw-in, goal kick, corner kick, penalty kick or free kick</td>
</tr>
<tr>
<td>7. Charging an opponent in a manner considered to be &quot;careless, reckless or using excessive force&quot;</td>
<td>Spitting at referee or teammate</td>
</tr>
<tr>
<td>8. Handling the ball deliberately (including when a Goalkeeper handles ball outside penalty area)</td>
<td>Excessive Celebration (IFK from spot of infraction)</td>
</tr>
<tr>
<td></td>
<td>Unless game was stopped for some other reason calling for a different restart subject to rule 13-section 1- art.3 &amp; 4</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Immediate DISQUALIFICATION (RED)</th>
<th>CAUTION (YELLOW)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Serious foul play</td>
<td>Dissent by word or action</td>
</tr>
<tr>
<td>Violent conduct</td>
<td>Unsportsman-like conduct (Delays restart of play) (Encroachment on free kicks or corner kicks)</td>
</tr>
<tr>
<td>Spitting at any person</td>
<td>Enters or Leaves without ref's permission</td>
</tr>
<tr>
<td>Insulting, offensive, or abusive language (IFK from spot of infraction))</td>
<td>Persistent infringement of the Laws</td>
</tr>
<tr>
<td>Leaving team area to enter a fight unless summoned by the official (IFK from spot of infraction)</td>
<td>Incidental profane language</td>
</tr>
<tr>
<td>Taunting (Red)</td>
<td>Use of tobacco products at game site</td>
</tr>
<tr>
<td></td>
<td>Use of video replay or communication devices during game</td>
</tr>
</tbody>
</table>
MEETING #23: CREATING HARMONY IN THE GAME

AUTHOR: Allen E. Sheasley

OBJECTIVE:
1. Upon completion of this lesson the participants will:
a. Be able to define sportsmanship, gamesmanship, and taunting.
b. Be able to identify three groups who can positively contribute to a player's development.
c. Be able to list examples of how coaches, referees, and parents/ spectators behavior influence a player's development and actions.

AGENDA:
1. This lesson is to promote sportsmanship to assist in protecting the beauty of the game.
2. Participants are asked to create a meaning for sportsmanship, gamesmanship, and taunting.
3. Develop from participants what coaches and referees can do to assist the player learning skills to play his/her best.

VOCABULARY:
1. Sportsmanship
2. Gamesmanship
3. Taunting
4. Excessive Celebration

SPORTSMANSHIP:
1. Playing Fair
2. Being gracious and courtesy to
   a. Opponents
   b. Teammates
   c. Coaches
   d. Officials

Sportsmanship is being able to take a loss of defeat without complaint, or gain a victory without gloating and treating one’s opponent with fairness, generosity, and courtesy.

GAMESMANSHIP:
1. Gaining an unfair advantage while playing by the rules in the spirit of the game.
2. Actions used to win without getting caught.

Gamesmanship is a tactic used for handling a situation to one’s own advantage by the use of ploys or trickery.

TAUNTING:
1. Methods
   a. Word
   b. Action
2. Used to incite or degrade
   a. Opponent
   b. Coach
   c. Referee
   d. Others

GUIDES TO ETHICS & PLAYERS RIGHTS:

1. Referee’s code of ethics
2. Coaches code of ethics
3. The player’s code & rights
4. Parent & spectator guidelines

REFEREE CODE OF ETHICS:

1. Guidelines for ethical standards & conduct
   b. Service in a fair & unbiased manner.
   c. Show cooperation & respect for fellow officials.
   d. Avoid gaining own benefit by your position.
   e. Avoid promoting anyone except the athletes.
   f. Bring honor & dignity in your contact with others.
   g. Be a worthy example to the athletes.
   h. Be prepared physically & mentally in dress, action & appearance.
   i. Avoid the use of tobacco products at contest sites.
   j. Always honor one’s contracts.

The conduct of any official influences the public’s attitude toward the profession and especially the OFFICIALS during the competition.

COACHES CODE OF ETHICS:

1. Function is to educate & enhance academic achievement/success.
2. Coaches have a tremendous influence on the athlete’s education.
   a. Good or bad
   b. Highest ideals of character to be instilled
   3. Set an example of highest ethical & moral conduct.
   4. Prevention of drug, alcohol & tobacco use by the athlete.
   5. Promote the school’s interscholastic programs.
   6. Be thoroughly acquainted with the rules of the sport.
   7. Interpret the rules to the athlete.
   8. The spirit & letter of the rules should be regarded mutually
   9. Avoid seeking an advantage by circumvention of the spirit or intent of the rules.
10. Use their influence to enhance sportsmanship.
11. Respect the officials.
12. Shall not willfully incite players or spectators against the officials by their conduct.
13. Public criticism of officials or players is unethical.
14. Exchange cordial greetings with rival team to set correct atmosphere for the contest.
15. Shall not exert pressure on faculty members for special privilege or consideration to the student athlete.
16. Only scout opponents using means approved by the league and/or state association.

A coach’s behavior will influence the athletes and spectators attitudes towards the game and the officials.

PLAYERS CODE OF ETHICS:

1. Play the game to have fun.
2. Be generous when you win.
3. Be gracious when you lose.
4. Always be fair.
5. Obey the rules of the game.
6. Respect your teammates, coaches & officials.
7. Accept the decisions of the officials with gracefulness - right or wrong.
8. Believe in the honesty of your opponents.
9. Conduct yourself with honor & dignity.

THE PLAYERS RIGHTS:

1. Right to decide to participate.
2. Right to play according to skills.
3. Right to be taught the game.
4. Right to a safe & healthy environment.
5. Right to enjoy the game.

SUMMARY:

1. Coaches
   a. Understand concerns of the players.
   b. Respond to the players’ needs.
   c. Teach skills while positively motivating the players.
   d. Understand the spirit of the game.

2. Referees
   a. Listen to the concerns of players.
   b. Know and understand the rules (laws) of the game.
   c. Use proper techniques in communicating with officials, players & coaches.
   d. Empathize with a player’s feelings.

3. Parents/Spectators
   a. Should encourage good sportsmanship on & off the field to the players.
b. Be willing to learn about the spirit of the game & rules.
c. Be cheerful and praise great play.
d. Respect referees, coaches and the players.
e. Enjoy the game.

Sportsmanship, ethics, and integrity are fundamental components of high school athletics.

NOTES:
MEETING #24: DOUBLE DUAL SYSTEM OF CONTROL

TOPIC: The Double Dual System of Control (DDS), A 3-Referee, 3-Whistle, 3-Whistle System of Officiating.

AUTHORS: Robert E. Sumpter and with content by Walter F. Ersing, PhD., Walter Cordell (Graphic Consultant), 1996

STUDENT LEVEL: NISOA Interscholastic Referees, for Basic and In-service Training

TIME: 60 minutes

GOAL: To detail the field procedures, patterns of movement, position and responsibilities of the referee team when using the Double Dual System of Control (DDS) in interscholastic games played under NFHS Soccer Rules.

OBJECTIVE: Upon completion of this presentation, the Referee should be able to:

1. List the four (4) basic characteristics of the system.

2. Designate on appropriate field diagrams the respective patterns of movement for the three referees during play, and the area of the field where each assumes specific responsibilities.

3. Designate on appropriate field diagrams the respective positions of the Three Referees and the ten specific times during play, and

4. List the respective primary responsibilities of each of the three referees when taking the positions designed in 3. above.

NOTES TO THE INSTRUCTOR: Materials, equipment and preparation needed:

a. Set of 35mm slides, Clinician's Manual and audiotape for this audiovisual unit.

b. Slide projector (preferably with remote control), screen, podium, and an extension cord. During the presentation a pointer may be useful to identify important points on the slides.

c. Audiotape player and audiotape. The audiotape may be used to familiarize the Clinician with the printed narrative, or used as the narrative itself during the presentation.

d. Chalkboard, flip chart or other display or writing surface may prove useful for making additional points during the presentation or in illustrating additional information.

e. Trainee Handout: Outline for Note Taking. The handout included in this unit provides a chronological format for note taking by the referee on important points of the Diagonal System of Control.
on-the-field mechanics, as they relate to the training objectives. They can be retained by the referee for future reference and study.

**Trainee Handout:** Referee Responsible for Managing Restart and Second Whistle When Required.

f. Post-test. The post-test provided can be duplicated for use at the end of the presentation, then collected and analyzed by the Clinician to gauge the effectiveness of the presentation.

g. A whistle for may be useful for demonstration and emphasis of key points during the presentation.

h. Notes: The development of personal notes by the Clinician to supplement the narrative is very important. As of this date, the system has been used in interscholastic soccer in a limited fashion, and details of its most effective application are still being verified. Writing down pertinent questions asked by the referee enhances the Clinician's preparation for, and delivery of, the next presentation, and should provide input for additional trial and confirmation.

i. Preparation. The room, projection and display equipment should be set up well in advance of the presentation. Test several slides to make certain that the screen is visible from all seats and that the visual is properly projected (i.e., clear, sharp, upright). A podium and a remote slide projector should be used for efficiency and professionalism of presentation. The printed narrative is a basic description may be used to familiarize the Clinician with the printed narrative.

j. Tips on making the presentation.

1. Be totally familiar with the slides and narrative.

2. Develop your own lesson plan and notes on the content if it is more comfortable for you to do so.

3. Practice the lesson before presenting to a group.

4. Avoid standing in front of the projector or in a position which blocks the view of the screen by the referees.

5. Expect questions; the lesson is designed to elicit discussion. Answer questions as they occur. Avoid letting someone argue over one point. State the accepted interpretation and then invite further discussion at a later time.

6. If you don't know the answer to a question admit it, promise to get the answer, and be sure to get the answer back to the referee who asked it and also to the rest of the group as well.

k. Related NISOA Audiovisual Instruction Unit. NISOA has an audiovisual instruction unit available on "The Alternate Official". It may be used in conjunction with this unit when additional information is to be presented on field mechanics where an alternate official is assigned to an interscholastic game.
I. References.


The "Double Dual System of Control" (also has been implemented in games played under the NFHS Rule and identified as the "Double Dual System") is authorized for use in interscholastic soccer games played under the NFHS Soccer Rules beginning in 1996. It is now one of three systems of officiating allowed in games played under NFHS Soccer Rules, the other two being the "Dual System of Control" and the "Diagonal System of Control."

Specifically, NFHS Rule 5 now permits the use of the "Double Dual System of Control (DDS)." It is important to understand that the NFHS has not indicated a preference that any one of the three permitted systems be used, but allows each State High School Association to choose, or lacking that indication by the State Association, competing schools to make the choice by prior mutual agreement.

The NISOA has developed the following standardized procedures so that all NISOA referees who officiate interscholastic games played under the NFHS Soccer Rules may use the "Three Whistle System" to its fullest advantage.

Before starting, it is useful to emphasize that the purpose of any system of field mechanics is to put the referee in a position on the field during a game from which he or she can begin to referee the game and manage the participant's behavior effectively.

The "Double Dual System of Control" (DDS), therefore, is a guideline for procedures to be followed on the field during a game by all three referees.

These procedures, called mechanics, call for the Three Referees to move in particular patterns, take particular positions, assume specific responsibilities and use specific methods to communicate with each other so that by working together, as a team, they can effectively manage the game and the participants.

The forms of communication specified in the NFHS Soccer Rules are for the referees to whistle to start and stop play at specific times and when considered necessary, and for the referees to use only the approved official signals.

The tests conducted using the new system has indicated that the system provides several advantages when used properly:

1. Greater Officiating Resources - More officials are involved in the enforcement of the rules.
2. Increased Surveillance - The system gains strength from increased observance and control of play and players by three referees, rather than a single referee.
3. Close Proximity To Play - Brings decision-making referee physically closer to play, players and occurrences that need to be observed and controlled in view of the flexibility of movement within the system.
4. Spontaneous Decisions - Shortens reaction time to violations by eliminating the need for one official to signal to a decision-making official for action.

5. Behind Play Fouls Better Controlled - Helps reduce or eliminate unpenalized violations behind an official's back by having decision-making referees at each end of play as well as in the middle.

6. Distributes Game Demands - Burden of making critical decisions becomes a responsibility of all three referees instead of one. Thus, the psychological and emotional stresses generated by coaches, players and spectators are diffused.

3. The content of this presentation will describe:

1. The general characteristics of the system,

2. The general patterns of movement and responsibilities of Three Referees.

3. The position and responsibilities of the Three Referees at specific times for set plays during the game.

(NOTE: The role of the Alternate (i.e., Reserve) Official who, when assigned, plays a vital role in the officiating team, is not discussed in this presentation. It is covered in a related NISOA audiovisual instruction unit.)

OBJECTIVES:

Upon completion of this unit, the NISOA referee should be able to:

1. List the 4 basic characteristics of the system.

2. Designate on appropriate field diagrams the respective patterns of movement for the Three Referees during play, and the area of the field where each assumes specific responsibilities, while still maintaining shared responsibility for all rule violations.

3. Designate on appropriate field diagrams the respective positions of the Three Referees at ten specific times during play.

4. List the primary and shared responsibilities of the Three Referees when taking the positions designated in 3. above.

4. GENERAL CHARACTERISTICS

1. It is a system using three qualified referees.

2. The Three Referees all function on the field during the game.

3. The Three Referees equally share responsibility to penalize all rules violations anywhere on the
field of play.

4. The Three Referees also assume primary responsibility for concentrating their attention in particular area of the field (i.e., Any of the Three Referees who observes a violation anywhere on the field may judge whether or not the violation is to be penalized, and carry out the decision.) Obviously, with this shared authority the chance of two officials judging the same occurrence differently becomes possible. The presentation will deal with a number of techniques and mechanics that will help eliminate and control this possibility.

5. The first characteristic, that there are three qualified referees obviously implies that these Three Referees manage the game.

Most importantly, the Three Referees are expected to work together as a team to manage the game properly. This implies that when on the field all Three Referees must work to maintain as much eye contact as possible at key times during the game. As an example, whenever any incident is whistled a quick eye contact should be made before proceeding to either confirm agreement or to communicate that information needs to be shared. This is the same advice given in all systems of mechanics, and if followed helps assure that the referees will work together to manage the game in the best possible manner.

The second characteristic is that all Three Referees function on the field during the game. The mechanics of the system indicate that the movement and positioning guidelines sometimes specify that positions and movement patterns may take the referee outside the boundary lines. However, in general the referees will operate within the field's boundary lines and inside the field of play.

The third characteristic is that all three share equal responsibility and authority in the game and player management.

The NFHS Soccer Rules detail the powers, duties and responsibilities of game officials. The adjustment made between the description in the NFHS Soccer Rules and the "Double Dual System" is that all duties and responsibilities listed apply equally to all Three Referees.

A decision made by any one of the Three Referees is final on all points of fact connected once the decision is implemented. As with any of the systems of officiating, this still allows for the ability given in the rules for a referee to reverse a decision up until play is restarted.

Another point about shared responsibility and authority is that all Three Referees need to record all reportable misconduct as they are penalized during play. That assures a complete and accurate report of incidents to the governing game authority.

The fourth characteristic of the system is that the patterns of movement during play and the recommended positions for specific occurrences during play are meant to allow each referee to concentrate attention to particular areas of the field. However, even when doing so each referee remains responsible for observing and penalizing, to the extent possible, violations and occurrences needing referee action.

As in one situation, a referee, who observes a clear violation from a distance, while another referee is
closer who either, does not observe or who does not react to the violation, is expected to make the call and take the correct action on the violation. In many cases this will overcome problems created by fellow referees being screened from seeing a violation. The referee farther away who sees the violation is not to refrain from the needed call because he feels that the violation in the closer referee's "area of responsibility."

Before moving on to discuss the patterns of movement and responsibilities of the Three Referees are there any questions?

6. PATTERNS OF MOVEMENT

For ease of reference we will describe the guidelines for patterns of movement by designating the Three Referees as: a Center Referee and 2 Side Referees. All diagrams shown will refer to the Center Referee as CR, while referring to the two Side Referees as SR1 and SR2.

Specifically, we will discuss:

The Center Referee's diagonal pattern and responsibility for field coverage during play.

2. The Side Referees' patterns and responsibilities for field coverage during play.

3. The occasional opportunity to change referee positions between the Center Referee and one or the other of the Side Referees.

7. THE SYSTEM PATTERNS

The imaginary diagonal shown is used by the Center Referee as a guide for moving up and down the field with play.

The Side Referees move along patterns just outside the field of play that parallel the touch line and cover approximately two-thirds of the field of play along each touch line, as necessary, and are directly across from the diagonal of the referee. The Side Referees, as shown in the diagrams, are able to move on a more advantageous pattern by moving inside the boundary lines to either box in play more effectively or get closer to active play and players. The flexibility of movement and position is a strength of the system. However, they will normally be just outside the boundary lines while moving during play.

During play, all Three Referees will normally continually move to adjust their positions to best advantage and keep up with the play and players.

It is emphasized that these patterns of movement, as in any system of officiating mechanics, are flexible. Each referee is always expected to take the most advantageous position to observe and control play and players at any given time during the game.

8. KEY ELEMENTS OF PATTERNS
One key element of the patterns of movement is that play and players are primarily "boxed in" at all times by the two Side Referees who adjust their movement to remain in line with the second last defender or the ball, whichever is nearer the goal line.

A second key element of the patterns of movement is that active play and players active in the play are normally "boxed in" by the Center Referee and the Side Referee in that half of the field.

Employing these two key elements mean that all of the active play and almost all of the players are observed at all times by one or more of the Three Referees through the two "boxing in" movements and positions.

9. CENTER REFEREE PATTERN AND RESPONSIBILITIES

During play, the Center referee responsibilities are normally to: (1) observe for and penalize violations, (2) "box in play" in cooperation with the Side Referee, and (3) normally manage free kick restarts (since he is in a trail position), unless conditions suggest that the Side Referee do so, and (4) call for ball-out-of-play over a touch line or goal line, as needed, (i.e., ball leaving the field in the corner farthest from a normal referee pattern of movement, sometimes called a "coffin corner") if the Side Referee is not on the better position to do so.

10. While the Center Referee's pattern is along the imaginary diagonal as shown, the Center Referee will often want to vary the pattern in moving up and down the field for obvious reasons. That's why this diagram shows an area at one end of the field to the diagonally opposite one at the other end of the field. In actual fact, the pattern could be much wider than shown, and, if needed, could carry the Center Referee more towards the corner if that is where active play and players develop. Remember, the Center Referee needs to move to where control is needed, and not necessarily follow a rigid pattern. However, the patterns shown for the "Double Dual System" are normally those to be followed to gain the best position for control of play and players. This is as true with this system as with the other allowed systems of mechanics.

The first obvious reason for varying the pattern of movement is that the Center Referee will move wide enough and also trail the play so that players and play are generally between him and the Side Referee across the field. This is referred to as "boxing in the play."

The second reason to vary is to avoid interfering with the play or players. As an example, a referee should not want to run into or through an area through which he anticipates that the ball will be played, in order to avoid being hit with the ball and thus interfere with play. Also, a referee would not want to run through an area and possibly interfere with players who are actively moving to attack or defend; leaving a rigid pattern while still keeping close to play and players can help avoid this pitfall.

The third reason is to get closer to play and anticipated trouble spots when needed. As an example, the referee is expected extend the depth of the diagonal pattern all the way to the goal line or to the corner of the field when necessary to maintain or achieve an advantageous position. Another example of varying the pattern to get closer to play, players and/or trouble spots is when play moves into the penalty area. Often the Center Referee will want to move inside the penalty area to keep play and players sighted while being careful not to get into a position to interfere with the play.

However, the Center Referee diagonal pattern of movement during play remains roughly a diagonal
as shown from one penalty area corner to the other penalty area corner.

While running along the diagonal pattern, the referee normally stays as close to, and slightly behind, the line of play, as possible. The obvious advantage is that play and players are "boxed in" between the Center Referee and Side Referee.

Another advantage allows the Center Referee and the Side Referee to maintain occasional eye contact while still observing play and players who are "boxed in" by their patterns.

11. SIDE REFEREE PATTERN AND RESPONSIBILITIES

The Side Referee pattern of movement is: moving parallel to a touch line, usually just outside the field of play, (or inside the touch line whenever necessary), covering about two-thirds of the field of play.

This diagram suggests that during play the Side Referee, SR1, pays primary attention to the control of play and players in one end of the field, while Side Referee, SR2, pays primary attention to the play and players in the other end of the field.

When moving along these patterns, the Side Referees assume primary responsibility for: (1) "boxing in" all play and players with the other Side Referee, (Obvious, but needs to be said once) (2) "boxing in" active play and players with the Center Referee, (3) determining offside violations at one end of the field, (4) penalizing all observed fouls and misconduct (5) making the restart awards for balls going out of play over the entire touch line and goal line at that end of the field being covered, and (6) managing restarts when deep in their area of movement (such as; near side corner kicks, drop balls.)

12. While running along this pattern, the Side Referee normally stays even with the second last defender from the goal line, or the ball, whichever is nearer the goal line, in order to be in position to observe for the offside at all times. (Remember, one of the two defenders may be the goalkeeper!) As you can see, that places the Side Referee in a position most of the time to be able to "box in" play and players with the Center Referee.

When using the Double Dual System of Officiating, the Side Referees' roles will interchange as active play and players move into the area of the field in or, in line with, each Side Referee's pattern and area of responsibility. A brief review of these two roles is of significance in any treatment of the Side Referees in the DDS.

When active play and players are in a given half of the field of play, the Side Referee is normally ahead of the ball and is responsible for covering that touch line and goal line. In addition, that Side Referee must be in position to judge an offside. This means that the Side Referee must often anticipate the positions of the most advanced attacking players and the positions of the last two defending players and take an optimum position to observe for the possible offside at the moment the ball is played.

The Side Referee at the other (i.e., "inactive", "quieter") end of the field will normally be well behind the ball, active play and players, and the Center Referee. This Side Referee should focus on the players' conduct off the ball and on the "blind" side(s) of the other two Referees, In essence, this Side Referee attempts to "box in" play with the Side Referee at the "active" end of the field. The penetration of this Side
Referee closer to and perhaps into the "active" half of the field depends on the position of the Center Referee, and the type of game being played (e.g., long ball vs. short passing, unsportsmanlike vs. sportsmanlike), his own physical ability, and field conditions. While this Side Referee is encouraged to move up to provide needed support, it should not be done if that movement compromises his ability to concentrate on his primary concerns, his ability to recover to rapid changes in direction of play, and for possible offside on a rapid reversal of the direction of play (e.g., counterattack).

A couple of points about movement are worth remembering.

A good Side Referee will try to follow all balls to the goal line, because he is responsible for indicating for a ball gone out of play along an entire goal line, as well as indicating for a ball gone out of play along an entire touch line. Point #1: Follow All Balls To The Goal Line!

Because the scoring of a goal is so critical, the Side Referee should always be down at the goal line when play reaches that area in order to observe whether or not the ball goes completely over the goal line.

The Side Referee should NOT stop moving before reaching the goal line when trying to observe if the ball goes over the goal line and into the goal, but should instead move quickly to the goal line as the ball moves into that area in order to make the correct judgment. Point #2: DO NOT STOP SHORT; GO ALL THE WAY!

Trying to anticipate that a ball will, or will not, go out of play from a position other than at the goal line inevitably leads to mistaken judgments and calls. It cannot be stressed enough that the Side Referee should make every effort to follow all balls to the goal line, and not to stop short when trying to observe whether or not a ball is going over a goal line or into the goal.

13. In summarizing the discussion of the patterns of movement, when the Three Referees follow their patterns properly, the "Double Dual System of Control" gives coverage most of the time to those sections of the field where activity is likely to occur.

The Center Referee normally looks through play and players towards the Side Referee, who is normally in line with the second last defender. That Side Referee has the play and players in his/her field of vision, while being able to view the area between him and the Center Referee, and also be able to glance when necessary over at the other Side Referee and the area in between.

That Side Referee at the far end of the field, who is in close proximity to or in line with the second last defender or the ball in that end of the field, observes the area behind the referee as well as being able to view the active play and players occasionally and help if needed. This helps eliminate the problem of unnoticed violations behind the referee's back.

14. ROTATING POSITIONS

In the "Double Dual System of Control" the changing of the diagonal for weather or field conditions becomes less critical, because all Three Referees are empowered to make calls and take corrective
actions. However, the system allows the flexibility in changing of positions between Center Referee and Side Referees in order to vary the interaction of Referees with players and play patterns during the game. Of the possible methods of rotating the Three Referees in the game, there are two applicable methods to the high school soccer game.

**The Stationary Method.** In this method, each official is assigned to either the Center Referee position or one of the two Side Referee positions for the entire game. At the start of the second half, and at the start of any overtime periods, the two Side Referees exchange sides. This method is recommended when Referees are new to the Double Dual System, or when assigned Referee, or Referees, have limited officiating experience, since it allows the Referee(s) to become familiar with the system.

**Rotation Method.** In the rotation method, each of the Three Referees share approximately the same amount of time in each of the three positions. This is achieved by rotating clockwise one position in each half at a predetermined time. When used, this should be thoroughly discussed during the pre-game briefing.

Each Referee starts the game in one of the three positions. At about 26-27 minutes of the first half, at an appropriate stoppage (and on an agreed upon signal from the Center Referee), the Three Referees move clockwise (as shown in this visual) into the next position.

The Three Referees remain in the new position for the remainder of the first half, and for about the first 14 minutes of the second half. At that time, the clockwise movement and position rotation is again done. The Three Referees then keep these positions for the remainder of the second half. **Officials are encouraged to use the short rotation.** See article in 2003 Pre-Season Soccer Bulletin and 2003 Soccer Bulletin I as well as the rotation in the following section.

Should there be any overtime periods; the rotation is done in the interval before each overtime period.

There are advantages to having the Three Referees rotate positions. The rotation method fosters a high intensity work rate for the period of time that each Referee is in the Center Referee position. In addition, rotating the Three Referees balances calls by the Three Referees and distributes more evenly the emotional interference of players, coaches and spectators. The Rotation Method is recommended for use by experience Referees.

**15. SET POSITIONS AND RESPONSIBILITIES**

The set positions we will cover include:

1. The Start of Play.
3. Offside.
4. The Scoring Of a Goal.
5. Substitution.
6. The Corner Kick.
8. The Penalty Kick.
9. The Throw-In.
10. End of a Period.
The main intent of sharing responsibilities is to avoid duplicating effort and to obtain better overall coverage in situations where game control is important.

16. **THE START OF PLAY**

At the start of play the Three Referees take the position as shown.

About two minutes before the start of play, each Side Referee goes quickly to his respective goal and quickly reinsert the goal nets, and sees that the goalkeeper is ready for the start of play.

The Center Referee takes a position near, but not interfering with, the kickoff. In this illustration the Center Referee is shown slightly behind and to the side of the ball. Some referees prefer other positions. Whatever position is taken should allow the Center Referee to move quickly to a diagonal pattern as soon as the play begins.

Each Side Referee goes to a point on his respective touch line even with the second defender from the goal line, and scans the field and players to see that all is correct.

For the start of play, the Center Referee covers the ball, the kicker, the taking of the kick and encroachment. The Center Referee gives the required whistle for the kickoff.

The Side Referees may assist with any encroachment violations by players not immediately involved in the kickoff, while the Center Referee concentrates on the immediate kickoff activity.

Should a violation occur at the start of play, the Referee who observes the violation decides whether or not to stop play and order the correct restart?

Once the ball is put into play correctly, the three referees move along their respective patterns.

17. **MANAGING FREE KICKS**

When a free kick is awarded, the Referee making the call indicates the direction.

In managing the taking of the kick, the best method is usually for the Center Referee to move up in line with the ball placement and oversee the kick, while the Side Referee moves up ahead of the ball in his normal pattern of movement. If needed, the Center Referee can come outside his pattern to get close to the ball for the restart.

This visual illustrates the optimum positions for the restart.

While the Center Referee manages the taking of the kick and observes for ball placement, ball being kicked into play and encroachment, the Side Referee observes, as is normal, for offside, and any other violations developing from the restart or from further play.
This mechanic works the same regardless of the location of the ball on the field for the taking of the kick.

18. For the taking of a free kick near goal, and by pre-game agreement among the three referees, the Side Referee should be prepared to move quickly to take a position for the restart on the goal line since he will be concerned with correctly judging a ball going out of play over the goal line, or a ball going into the goal. If that is the pre-game agreement, then the Center Referee should move up to observe for the possible offside at the taking of the kick, and (if needed) the other Side Referee moves down in line with the ball to oversee the taking of the kick.

Once the kick is taken, all Three Referees must move quickly into their normal positions to manage play.

Remember, this alternate mechanic must be discussed and agreed upon before the game by the Three Referees if it to be executed properly.

19. OFFSIDE
Normally the Side Referee is the official who sees an offside that should be penalized. The first action at the moment the ball is played is to stop moving when abreast of the offside.

It is important that the Side Referee clearly demonstrates that he/she was in the correct position even with the second last defender at the time of the offside indication, in order to avoid the appearance of an indication from a bad or ineffective position.

When the referee whistles to stop play, and indicates where the ball should be placed for the restart, he then moves off quickly to the normal position on his pattern for the restart, which is in line with the second last defender.

The Center Referee, as quickly as possible, moves up in line with the placement of the ball to manage the taking of the free kick.

20. THE SCORING OF A GOAL
As seen here, the ball goes into the goal. What should the officials do?

In the double Dual System, the Side Referee, who would be at or near the goal line when the ball crosses into the goal, would normally signal for a goal. The Side Referee is normally in the best position to make the judgment.

The obvious question arises about the occasional instance where a "doubtful" goal is scored. This possibility should be discussed at the pre-game briefing. When there is any doubt in the mind of the observing Referee, confirmation and agreement should be immediately sought from the Center Referee before making the award. The obvious procedure to follow if in doubt is for the Side Referee to obtain quick eye contact with the Center Referee for confirmation. Assuming that there is no indication of a problem, the Side Referee then signals for the clock to be stopped, and both he and the Center Referee can then indicate for the award of a goal by moving quickly back into position for the kickoff.
If a goal award is indicated by the Side Referee and either of the other two Referees disagree, the normal practice should be followed of discussing and resolving the problem before play is restarted.

All Three Referees make note of the scorer, time, and period of play. The Side Referee nearest the Scorer also notifies him about the details.

(The shared responsibility for keeping a record of the goals, times and scorers should be covered by the Three Referees in the pre-game briefing.)

The kickoff is then taken.

21. **SUBSTITUTION**

The NFHS rules specify that a Timer signals when a substitution is to take place.

When that signal is given, the Three Referees need only see that the substitution takes place correctly. The NFHS also allows the Referees to keep time on the field. This recognizes that Timers are not always assigned by the competing teams.

If this is the case, the Three Referees should be sure to cover the procedures before the game begins for Team Coaches to follow in notifying the nearest Side Referee when a substitution is wanted, and also to discuss among themselves how to handle the substitution process.

When a substitution is to take place, the Side Referee on the bench/scorer's table side should give the signal, preferably by whistle, at an appropriate stoppage. The clock need not be stopped for a substitution unless one of the Referees determines it appropriate. Once the substitution is completed, the same Side Referee should whistle to signal that the restart may be taken.

(Note: When a substitution is make by a team in possession at a Throw-In, the Side Referee on the team area/scorer table side controls the substitution, as described above. However, once the substitution is completed, the Throw-In restart is controlled by the Side Referee on the side where the restart takes place.)

22. **CORNER KICK**

When the ball goes over the goal line, last player or touched by a defender, the nearest Referee (Center Referee or Side Referee) makes the award by pointing to the correct corner. The other Referee "mirrors" the signal.

It is most often the Side Referee who normally makes the award. Eye contact for confirmation or assistance is important.

After indicating the award, the Side Referee moves quickly to the corner area at the end of his pattern. The Center Referee may continue to give a confirming indication of the near or far corner if needed.

If the corner kick is taken from the corner at which the Side Referee can manage the restart, that Side
Referee should take a position at or near the corner off the field. This is provided he is behind and away from the kicker and can view the hash mark properly to observe for encroachment violations and not interfere with the corner kick. His position is designed to have him face active play and players at all times as well as view the goal line.

If needed to better observe for encroachment, or to avoid interfering with the corner kick, the Side Referee may choose to move in along the goal line outside the field and nearer the hash mark, for the restart. It is generally better to stay at or near the corner to avoid being in the way of play after the restart and still being able to recover position.

The Center Referee comes to the logical end of his pattern and takes a flexible position either at the corner of the penalty area, or just inside the area, from where he can best observe the restart and subsequent play.

The Side Referee at the goal line whistles (if needed) for the restart, when the kick is taken from the near side.

As soon as play restarts, both the Center Referee and Side Referee resume normal position to cover the play. The Side Referee must recover a good position quickly to focus on covering both a possible offside and a possible goal. Play and players are kept "boxed in" at all times.

If the corner kick is to be taken from the side farthest from the Side Referee, he takes a position along the goal line at or near the junction of the goal line and penalty area line.

The Center Referee still takes a position at the logical end of his pattern, at or just inside the corner of the penalty area, or just outside the penalty area if necessary to better manage the corner kick. He oversees the taking of the Corner Kick, whistling for the restart if needed, observing for encroachment and proper ball placement. Again, this position is flexible and may be varied if needed. Play and players are kept "boxed in" at all times.

23. GOAL KICK

The ball goes over the goal line, last touched or played by an attacker.

The Side Referee usually indicates for the award, but the Center Referee also may indicate for the award if better sighted or the ball goes out over the goal line on the side of the field at the end of his pattern (or "coffin" corner).

When one Referee indicates for the award, the other Referee may give a mirroring signal if needed. In case of doubt, either Referee can look at the other for confirmation or assistance and then pick up the correct signal.

Eye contact for confirmation or assistance is important.

The Side Referee moves quickly to a position even with the six-yard edge of the goal area to manage the taking of the kick.
The Center Referee backs upfield to a position along his diagonal pattern from which he can observe the restart and subsequent play. The position is flexible; the Center Referee should try to anticipate the best position to observe play and players immediately after the restart.

Once the ball is correctly placed, the Side Referee moves quickly along to a position even with the eighteen-yard line and observes for the ball clearing the penalty area from the goal kick before being played by a player other than the kicker.

If all of the players have moved farther upfield from the eighteen-yard line for the restart, the Side Referee may also move farther upfield to be able to more quickly resume the correct position once play has restarted. However, the Side Referee should not go so far from the eighteen-yard line position so as not to be able to observe for the ball leaving the penalty area at the restart.

A whistle should be given to signal the restart only if needed.

Once the restart is correctly taken, the Referees resume their normal patterns of movement to keep play and players "boxed in" and to control the game.

24. PENALTY KICK

When one of the penal fouls is committed by a defender, either against an opponent or by handling the ball, while inside the defender's penalty area, a penalty kick is to be awarded. As soon as the foul is committed, the referee who observes it whistles to stop play, signals to stop the clock, and indicates for the penalty kick award.

The Side Referee moves quickly to a position along the goal line where the penalty area marking intersects from where he will help manage the restart.

The Center Referee moves quickly to a position inside the penalty area about half-way between the penalty kick mark and the goal, and off to the side opposite the Side Referee.

(NOTE: The preferred mechanic is for the Referee involved not to retrieve and place the ball on the penalty kick mark after the foul and award, but to allow the player taking the kick to retrieve and place the ball.)

In case of player problems both Center and Side Referees should cooperate to control the players and get the kick taken as quickly as possible.

For the restart, the Center Referee takes primary responsibility for giving the required whistle for the restart, observing the kicker, encroachment, and goalkeeper movement.

The Side Referee takes primary responsibility as the goal judge, and may also observe for goalkeeper movement and encroachment, and be ready to recover position quickly to observe for offside if the kick is not successful and play continues.
(NOTE: This particular division of shared responsibilities should be discussed thoroughly by the Three Referees in the pre-game briefing.)

As soon as the kick is taken the Referees move to their normal positions as play allows.

25. THROW-IN

When the ball goes out of play over a touch line, the Side Referee will normally indicate the award.

In case of doubt, the Side Referee can look at the Center Referee for confirmation or assistance. Also, if the ball goes over the touch line at the far end of the touch line from the Side Referee (or "coffin" corner), the Center Referee whose pattern has taken him closer to the incident may be in a better position to indicate for the award. If so, the Center Referee should give the indication.

For the taking of the throw-in a restart, both Center Referee and Side Referee should be in their normal patterns, unless there appears a reason for either the Center Referee or Side Referee (whoever is closer) to take a position near the theirrower and control the restart from there.

During the throw-in, the Center Referee normally observes for correct position at the line and for hand faults by the thrower.

The Side Referee observes for foot faults by the thrower, and can usually best see that the ball enters the field directly into play.

These shared responsibilities at the throw-in should be discussed by the three referees in the pre-game briefing.

26. END OF PERIOD

At the end of a period, the Three Referees move quickly to, and meet at, the center of the field and away from the team areas. This should be predetermined and discussed at the pre-game briefing. If agreed upon as a responsibility in the pre-game briefing, the Three Referees should retrieve the game balls before coming to the center of the field.

The Three Referees wait at the center of the field until both teams are off the field or move away, then leave the field together. By doing so, they can - if needed - observe and correctly report on any post game problems with the players, teams, school officials or spectators.

The Three Referees should not engage in discussions with coaches, players or spectators, other than civil formalities of taking leave, should anyone from the team(s) approach them.

27. We have now discussed the positions and mechanics for ten game situations.

1. The Start of Play
2. Managing Free Kicks
3. Offside
Before the summary of this presentation, are there any questions anyone wishes to ask?

28. In summary, we have described the **GENERAL CHARACTERISTICS OF THE DOUBLE DUAL SYSTEM OF CONTROL** as:

1. A system using Three Qualified Referees.
2. Three Referees who all function on the field during the game.
3. Three Referees who equally share responsibility to penalize all rules violations anywhere on the field of play.
4. Three Referees who also assume primary responsibility for concentrating their attention in particular areas of the field.

29. The **GENERAL PATTERN OF MOVEMENT** for the CENTER REFEREE is:

1. Along an imaginary diagonal pattern.
2. From penalty area corner to penalty area corner.
3. The diagonal is not rigid, but is flexible in depth and width, and may vary to suit play.
4. The pattern changes when near the penalty area in order to get the Center Referee closer to play if needed.
5. The Center Referee moves along the pattern as close to play as possible, without interfering, and "boxing in" play and players between him and a Side Referee.
6. Penalizing all violations observed.

30. The **GENERAL SIDE REFEREE PATTERN OF MOVEMENT** is:

1. Parallel to one touch line, both on and off the field as needed.
2. From one goal line to about two-thirds of the way along that touch line.
3. Keeping abreast of the second last defender from the goal line, or the ball, whichever is closer to the goal line?
4. Following all balls to the goal line.
5. Indicating balls observed as out of play.
6. Penalizing all violations observed.

31. And remember that the "Double Dual System of Control" requires the taking of recommended positions and shared responsibilities at given times during the game, namely at"
1. The Start of Play.
3. Offside.
4. The Scoring of a Goal.
5. Substitution.
6. The Corner Kick.
8. The Penalty Kick.
9. The Throw-In.
10. The End of a Period.

**HANDOUT:** The handout you have been given will help you remember the basic responsibility for signaling for the various restarts listed in the visual. We'll take a short moment now to review the list.

32. Finally, let us stress that only by working together as a team, the Three Referees can effectively manage the game and participants.

Remember, the "Double Dual System of Control" is a team effort by Three Referees sharing authority and responsibility.

33. The END
RECOMMENDED PROCEDURES FOR ROTATION OF OFFICIALS IN THE DOUBLE DUAL SYSTEM OF OFFICIATING PIAA/NFHS SANCTIONED SOCCER MATCHES

Since the introduction of the double dual system, the primary method of rotation has included the movement of all three referees to new positions on the field. That is, in a clockwise movement.

Side Referee #1 moved to the Center, Side Referee #2 moved to the opposite side of the field and the Center Referee moved to take up Side Referee #2’s vacated position.

While this method of rotation works and still remains viable, there are some items which we may improve. The first is the timing of the rotation.

In order not to interfere with the flow of the game, we cannot, at the designated time, simply stop the game and make the switch.

We must wait for an appropriate stoppage of play that allows us the time to make the switch. This may be a substitution situation, an injury, a caution or a number of other scenarios. If one of these situations does not occur, the rotation, at times, may be delayed and has in some situations, been delayed as long as five minutes.

PIAA PREFERRED METHOD OF ROTATION

An alternative to this method of rotation, which still utilizes all the advantages of the double dual system, but eliminates the time delay and awkwardness of the rotation is as follows:

At the required time for rotation, the center official switches with one of the side officials. The side official that switches is determined in the pre-game conference. This switch can be accomplished at any stoppage of play, such as a throw in, free kick, corner kick, goal kick, or any other time delay. This switch takes very little time and effort and is extremely efficient.

At halftime the side officials may switch sides of the field or choose to remain on the side of the field on which they finished the first half. One scenario for making this decision hinges upon coaches’ behavior. If one or both coaches are harassing a particular official or perhaps there is past history between one official and a coach, we can eliminate problems and place that official on the opposite side of the field.

While both methods of rotation are viable, the latter seems to be less awkward and more efficient. Give it a try the next time you have the opportunity to utilize the double dual system of officiating.
To the Referee: NISOA suggests that referees attending this training presentation make notes of the key information covered. Later review will help in understanding the using the information presented when assigned to officiate interscholastic games and using the Three Whistle System of Control. The outline format follows the order of the audiovisual presentation and should help organize notes for later use.

A. Four characteristics of the system:
   1. The system uses:
   2. The Three Referees all:
   3. The Three Referees equally share responsibility for:
   4. The Three Referees assume primary responsibilities in:

B. Patterns of movement:
   1. The Center Referee and Side Referees' Patterns:
   2. The Center Referee’s primary responsibilities during game:
   3. The Side Referees' primary responsibilities during game:
   4. Changing Positions:

   When:

   How:

C. Set positions and responsibilities:
   1. The Start of Play:
   2. Offside:
   3. Managing Free Kicks:
   4. The Scoring of a Goal:
   5. Substitution:
A. List the four characteristics of the system:
1.
2.
3.
4.

B. On the following field diagrams, show the: (1) patterns of movement, and (2) the areas of field responsibility:
1. Center Referee:
2. Side Referees:

C. On the following field diagrams, show the positions to be taken by the Center Referee and the Side Referees at the restart:
1. Corner Kick:
2. Goal Kick:
3. Penalty Kick:
4. **Start of Play:**

5. **Managing Free Kicks:**

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**Handout**

*Referee Responsible for Managing Restart and Second Whistle When Required*

<table>
<thead>
<tr>
<th>Restart</th>
<th>Referee</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. The Start of Play</td>
<td>1. Center Referee</td>
</tr>
<tr>
<td>2. Free Kicks</td>
<td>2. Center Referee, except if deep within defensive end, then Side Referee</td>
</tr>
<tr>
<td>3. Offside</td>
<td>3. Center referee</td>
</tr>
<tr>
<td>4. Substitution</td>
<td>4. As per stoppage</td>
</tr>
<tr>
<td>5. Corner Kick, Center Referee (Far Corner)</td>
<td>5. Side Referee (Near Corner)</td>
</tr>
<tr>
<td>7. Penalty Kick</td>
<td>7. Center Referee</td>
</tr>
<tr>
<td>8. Throw-In</td>
<td>8. Side Referee</td>
</tr>
<tr>
<td>9. Drop Ball</td>
<td>9. Center Referee</td>
</tr>
</tbody>
</table>
REFERENCE MATERIALS

Required Uniforms for PIAA-Registered Officials:

Official's Emblem

By formal action of the Officials’ Council, May 3, 1952, an identifying PIAA official's emblem was adopted. The standard emblem is in the form of a Pennsylvania keystone; colors, blue and gold; with lettering: PIAA Official.

b) By action of both the Board of Directors and the Officials Council, the emblem is an integral part of the officially prescribed PIAA standard uniform. As such, it must be worn on the left sleeve (3 inches down from shoulder seam) of the official's standard shirt when officiating in all PIAA sponsored games. An official's shirt may also have a U.S. flag attached to the right sleeve (3 inches down from shoulder seam). Any other patch, emblem or identifying item may be worn on an officials' jacket, but not on the officials' shirt.

c) Each official when registered receives a PIAA emblem free of charge. Additional emblems may be purchased from the PIAA Office or the PIAA officials' equipment vendor for $2.00 each.

Required Uniform Policy

1. The PIAA Official's Emblem must be worn on the upper left sleeve of the official's standard shirt when officiating in all PIAA sponsored games.

2. All PIAA-registered officials must wear identical uniforms during a contest.

3. Required uniform for soccer officials:
   - **Shirt** - Long or short sleeved alternating black and white 1-inch vertically striped shirt with a black collar or pro style black shirt. All officials must dress alike.
   - **Shorts** - Black (long trousers, culottes or skirt may also be worn).
   - **Stockings** - Long black with three white stripes at the top.
   - **Shoes** - Solid Black or Black with white accents with black laces. White soles around the shoe are not considered an accent mark.

The wearing of jewelry (except wedding bands and medical-alert bracelets) and wrist watches (except as a required timing device) is prohibited. Smoking and/or tobacco chewing is prohibited. (Minutes, Board of Control, PIAA Summer Workshop, July 17, 1989, p. 3).

PIAA sports' officials may display an American flag (maximum size 2 by 3 inches) on the right sleeve of their uniform shirt approximately three inches down from the shoulder seam. This will be the same position the PIAA official patch is displayed on the left sleeve.
During the PIAA Soccer Regular Season and Postseason, a disqualified soccer player, coach, and/or Team personnel shall not be permitted to participate for the remainder of the day and in all Contests on the next Contest day of the same level (varsity, junior varsity, or otherwise) of competition from which the player, coach, and/or Team personnel was previously disqualified. For a coach, participation in the next Contest includes any contact by the coach with members of the Team, including other coaches, between the time that the Team arrives at the Contest site and the conclusion of the last Contest of the day. The Principal shall direct the coach not to attend all of the Contest(s), in accordance with Article XIII, Section 8 of the PIAA By-Laws and NFHS Soccer Rules 12-8-(1-3), and 18-1-1v. The ejecting official must complete this form on-line, as soon as possible, but no later than 24 hours following the completion of the Contest in which the disqualification took place.

<table>
<thead>
<tr>
<th>Name of Ejected Player, Coach or Bench Personnel</th>
<th>School Name</th>
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<tbody>
<tr>
<td>Date of Contest</td>
<td>Location of Contest</td>
</tr>
<tr>
<td>Visiting Team</td>
<td>PIAA District</td>
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<tr>
<td>Home Team</td>
<td>PIAA District</td>
</tr>
<tr>
<td>Name of Official Who Ejected Player, Coach or Bench Personnel</td>
<td>Level of Competition</td>
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</tbody>
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**REASON FOR DISQUALIFICATION**

________________________________________________________________________

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| DATE OF REPORT | OFFICIAL’S NAME (person issuing DQ) | PIAA DISTRICT |
PIAA SOCCER OFFICIALS' EVALUATION FORM

Game Site/Tournament: ___________________________  Weather: ___________________________

Teams/Scores: Home: ___________________________  Visitor: ___________________________

Time: ___________________________  Date: ___________________________

Each section below is worth the number of points listed ( ). Please observe each official and award points appropriately. Be critical, but fair in your evaluations. Do not give points, make sure they are earned. List comments at bottom, or in each block, based on your observations. Add total points earned and enter in space provided. Submit report to the game manager at the conclusion of the match.

<table>
<thead>
<tr>
<th>NAME:</th>
<th>CENTER REFEE</th>
<th>SIDE REFEE #1</th>
<th>SIDE REFEE #2</th>
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<tbody>
<tr>
<td>PRE-GAME RESPONSIBILITIES/PUNCTUALITY (5)</td>
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<td>APPEARANCE/FITNESS/PHYSICAL CONDITIONING (10)</td>
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<tr>
<td>POSITIONING/ROTATION OF CR &amp; SR 1 &amp; SR 2 (20)</td>
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<tr>
<td>MECHANICS/SIGNALS (25)</td>
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<tr>
<td>APPLICATION OF RULES/CONSISTENCY OF CALLS/OFFSIDES/USE OF ADVANTAGE (25)</td>
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<tr>
<td>WHISTLE/VOICE-STRONG/FIRM (5)</td>
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<tr>
<td>COMMUNICATION WITH PLAYERS/COACHES/PARTNERS (5)</td>
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<tr>
<td>ABILITY NOT TO BE AFFECTED BY CROWD/COACHES AND ENFORCEMENT OF COACHING BOX (5)</td>
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<tr>
<td>TOTAL (100)</td>
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Comments:

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<th>NAME:</th>
<th>NAME:</th>
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Date: ___________________________  Evaluator/Observer

Officials will receive 2 scores when officiating a game using the Double Dual System (one score as CR/on score as SR).
2019 NFHS Soccer Test and Answer Key
1. The game officials are observed using headset communication equipment to speak with each other during a match. The use of this equipment is:
   A. Prohibited.
   B. Permitted in all cases.
   C. Allowed unless the state association has prohibited such equipment.
   D. Allowed only if both coaches agree.

2. A goal may not be scored directly from a:
   A. Direct free kick.
   B. Corner kick.
   C. Drop ball.
   D. Goal kick.

3. During the taking of a penalty kick, A7 uses several stutter-steps but does not interrupt the approach to the ball. The ball enters the goal. The referee should:
   A. Allow the goal and restart with a kickoff by the defending team.
   B. Disallow the goal and retake the kick.
   C. Disallow the goal and restart with an indirect kick for Team B.
   D. Disallow the goal, caution A7 for unsporting play and restart with an indirect kick for Team B.

4. During their inspection of the field, the referees note that the field has multiple lines of different color and the soccer field areas contrast in color to the other markings. The referees should:
   A. Inform the head coach to correct the field markings before the contest can begin.
   B. Cancel the contest and inform the state association of the improper markings.
   C. Begin the contest, but inform the state association of the improper markings following the contest.
   D. Begin the contest as this is permitted by rule.

5. During inspection of the game balls supplied by the home team, the referees note that the balls do not have the NFHS Authenticating Mark.
   A. This is not permitted and the game may not begin until the referees obtain balls from the home or visiting team that have the NFHS Authenticating Mark.
   B. This is not permitted. If neither team has three similar quality game balls with the NFHS Authenticating Mark, the game may begin with balls chosen by the referee from those available.
   C. This is not permitted. If no balls with the NFHS Authenticating Mark are available, the game may begin if the home team can provide balls with the NCAA or FIFA logo on them.
   D. This is permitted.
6. B10 is apparently injured. The referee has stopped play and summoned the Team B trainer onto the field of play.
   A. Neither coach may give coaching instruction to his or her players during the injury stoppage.
   B. The Team A coach may give instruction to the Team A players but the Team B coach must only attend to the injured player.
   C. The Team B coach may only give instructions to the substitute for B10.
   D. Both coaches may give their teams coaching instruction.

7. During the cautioning and/or disqualification of bench personnel:
   A. Substitutes who have properly reported before the caution and/or disqualification may be beckoned onto the field by the referee.
   B. Only those substitutes who have reported in from the non-offending team may be beckoned onto the field.
   C. No substitutes are permitted at this time.
   D. Any player or bench personnel may substitute at this time.

8. During the penalty kick, a player is found bleeding and is required to leave the field.
   A. The substitute is allowed to take the penalty kick.
   B. The incoming substitute may not take the penalty kick.
   C. The bleeding player is allowed to take the penalty kick.
   D. The bleeding player does not have to leave the field.

9. For substitutions in the last five minutes of the second period, the referee will:
   A. Take no action.
   B. Allow the substitution for the leading team, but caution the coach.
   C. Stop the time and allow the substitution if the leading team is making a substitution.
   D. Not stop the clock if both teams are substituting.

10. Play has been stopped for a foul by A4. The referee has stopped the clock and has given A4 a caution (yellow card.) As the referee is walking with the player towards the Team A bench to report the caution to the coach, A4 directs insulting language to the referee. A9, a substitute who is waiting to enter the game for A4, has not been beckoned onto the field by the referee.
    A. The referee should ignore A4’s statement.
    B. The referee should show A4 a red card and allow A9 to enter the field.
    C. The referee should show A4 a red card and not allow A9 to enter the field.
    D. The referee should show A4 a yellow card, followed by a red card and not allow A9 to enter the game.

11. The home coach presents a roster to the referee which shows the names of all of the players. The roster does not show the names of the coaches or other bench personnel. What should be the referee’s response?
    A. The game may not begin until the coach provides a complete roster.
    B. The game may begin if the coach promises to provide a complete roster by the end of the game.
    C. The game may begin. Inclusion of the coaches’ names on the roster is not required.
    D. The game may begin but the referee should remind the coach that a complete roster is required for future games.
12. Which of the following is not required to be submitted on a team roster?
   A. A player’s number.
   B. A player’s first name.
   C. A player’s last name.
   D. A player’s position.

13. A dark jersey is defined as:
   A. Black.
   B. Any color other than white.
   C. Any color that contrasts with white.
   D. Any color that incorporates black.

14. Before the game, the referee observes B4 wearing soft-padded headgear.
   A. B4 may participate with soft-padded headgear only if a medical release signed by the appropriate medical
      professional is available.
   B. B4 may not participate with the soft-padded headgear.
   C. B4 may participate.
   D. B4 may participate with the soft-padded headgear only if both coaches agree.

15. Before the game begins, the head referee must verify with each head coach whether their players are properly and
    legally equipped.
   A. It is not necessary procedure to verify whether the team is properly and legally equipped.
   B. It is the team captains duty to verify that their team is properly and legally equipped.
   C. It is the head coaches responsibility that their team is properly and legally equipped.
   D. There is no required penalty for improperly and illegally equipped players.

16. Before the game, the referee observes that all Team B players are wearing pink rubber bands on their wrists. The
    referee should:
   A. Wait for the game to begin, then caution each player for improper equipment.
   B. Not allow Team B to wear the rubber bands as they are considered jewelry.
   C. Allow Team B to wear them as they are deemed safe.
   D. Wait for the game to begin, then caution the coach for the improper equipment.

17. Before the game, the Team A head coach informs the referee that A15 will be wearing a hockey-style mask, due to an
    injury she received in a game the previous week.
   A. This is not permitted.
   B. This is not permitted unless A15 can show the referee a doctor’s permission slip.
   C. This is permitted.
   D. This is permitted unless the mask has been painted in an objectionable manner.

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18. During the pregame inspection, the official notes that the visiting team's players are wearing white socks with visible black electrical tape around the top of their socks in honor of a schoolmate who has died. The official should:
   A. Take no action.
   B. Not permit players with black tape to play until it is corrected.
   C. Not say anything, but as soon as the game begins, caution the coach for illegal uniform.
   D. Start the game and as soon as a player wearing black tape plays the ball, stop play, caution the player and restart with an indirect kick.

19. It is recommended that substitutes:
   A. Wear distinguishing pinnies when warming up outside the team area.
   B. Warm up for a minimum of 15 minutes prior to entering the match.
   C. Report to the scorer prior to warming up.
   D. Remain in the team area while warming up.

20. The goalkeeper must have a number on the back of the jersey and on the front of the jersey or pants.
   A. This is required.
   B. The color of the number does not have to contrast with the goalkeeper's uniform.
   C. The number of the goalkeeper is 4 inches in height on the back and front of the uniform.
   D. This is not required.

21. The home team and the visiting team are both wearing blue shorts. There is no specific prohibition listed. Since it is not declared illegal, it must be legal.
   A. The referee should not begin the game until the home team is wearing white shorts.
   B. The referee should allow the game to begin but, after the game, should report the situation to the state association.
   C. The referee should not begin the game until the home team is wearing a different color of shorts than the visiting team.
   D. This is permitted.

22. The visiting team is wearing white shirts with yellow piping on the shoulders and sleeves, and dark-colored socks. The visiting team's head coach reports to the referee that its school could not afford new visiting team shirts this year. The referee should:
   A. Not allow the game to begin until the visiting team is wearing shirts that are all white.
   B. Not allow the game to begin. After the game, the referee should report this situation to the state association.
   C. Allow the game to begin. However, since the shirts are illegal, the home team's head coach should receive a caution at the first stoppage.
   D. Not allow the game to begin. The visiting team's head coach should be cautioned by the referee at the first stoppage and the referee should report the situation to the state association.

23. The home team jerseys must be:
   A. Striped.
   B. A light color.
   C. Solid white.
   D. A dark color contrasting with white.
24. An identifiable supporter of the home team seated in the designated spectator area is screaming profanities at the nearest assistant referee in disagreement with a decision about offside made by the assistant referee. The referee should:
   A. Stop play and direct the supporter to leave the facility.
   B. Stop play and request that the home school administration take appropriate action.
   C. Stop play and inform the supporter that the assistant referee’s decision was correct.
   D. Allow play to continue and ignore the supporter’s language.

25. B14 takes a shot on goal, with goalkeeper A1 out of position. A3, however, extends her arm into the path of the ball, deflecting it to B9. B9 shoots and the ball enters the goal.
   A. The referee should award Team B a penalty kick and caution A3 for unsporting conduct.
   B. The referee should award Team B a penalty kick and disqualify A3 for serious foul play.
   C. The referee should allow the goal and caution A3 for unsporting conduct.
   D. The referee should allow the goal and disqualify A3 for serious foul play.

26. Team B’s head coach receives a second caution and is disqualified. The referee shall:
   A. Display both the yellow and the red card at the same time in the same hand.
   B. Immediately display the red card.
   C. Display the yellow card indicating the subsequent caution immediately followed by a red card.
   D. Display no card but immediately request the coach to leave the vicinity.

27. The jurisdiction of the officials shall begin:
   A. No later than 15 minutes prior to the start of the game.
   B. On arrival at the field of play and its immediate surroundings.
   C. As soon as the game starts.
   D. As soon as the referee enters the field of play.

28. The referees are wearing yellow jerseys. The home team is wearing yellow jerseys. The referee shall:
   A. Change to a jersey of a color distinct from the field players.
   B. Require the away team to change to a different color jersey.
   C. Begin the contest as this is permitted by rule.
   D. Consult with the head coaches of each team to see if they have an objection.

29. Which of the following is not a duty of the referee?
   A. Instruct the timer to correct the clock when necessary.
   B. Decide matters on which the timer and scorer disagree.
   C. Determine the winner of games.
   D. Make decisions on any points not specifically covered in the rules.
30. Since there is no visible clock available at the game site, the referee shall:
   A. Not begin the contest until a visible clock is made available.
   B. Keep the official time on his or her watch and shall stop and start his watch at the times specified in Rule 6-2-3a.
   C. Keep the official time on his or her watch and add time to the end of each period as needed.
   D. Have the home team's coach keep the official time on the bench.

31. The home team shall provide ball holders for the game.
   A. This is a requirement or the game cannot be played.
   B. At least two ball holders must be provided by the home team.
   C. At least two ball holders must be provided by the visiting team.
   D. There must be at least four ball holders assigned to the game.

32. During play, a referee awards a drop ball.
   A. A drop ball can be awarded to the goalkeeper only.
   B. A drop ball does not have to touch the ground before it is played.
   C. A drop ball can be between any number of players.
   D. The referee can decide who should contest the drop ball.

33. The ball goes directly into the opponent's goal from a corner kick. The referee should:
   A. Disallow the goal.
   B. Allow the goal only if the ball was played twice before entering the goal.
   C. Allow the goal.
   D. None of the above.

34. A2, in an offside position, receives a goal kick taken by B1. The referee shall:
   A. Penalize Team A for A2 being offside.
   B. Only call offside if a goal is scored.
   C. Allow play to continue as this is permitted by rule.
   D. None of the above.

35. A14 is running toward the goal. Her teammate, A12, kicks the ball toward A14. A14 did not see the ball coming and the ball strikes her in the back of the hand as her hand is at her side. The proper call would be to:
   A. Award an indirect free kick to Team B for incidental contact.
   B. Award a direct free kick to Team B.
   C. Allow play to continue as the handling was incidental but issue a caution to the player at the next stoppage of play.
   D. Allow play to continue.

36. A7 fell near the ball due to his own clumsiness. There is no opponent near him. While still on the ground, A7 kicks the ball to A12. The referee should:
   A. Award Team B an indirect free kick.
   B. Allow play to continue as this is permitted by rule.
   C. Caution A7 and award a direct free kick.
   D. Caution A7 at the next stoppage.

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37. During the game, the assistant referee on the bench side hears the home team's assistant coach talking on his cell phone. When asked, the coach says that his wife is pregnant and he is checking on her condition.
   A. Caution the coach.
   B. Warn the coach and have her put away her phone.
   C. Confiscate the phone for evidence.
   D. Take no action, this is an allowed use of cell phones.

38. A player has a physical impairment which limits him/her to use only one hand.
   A. The player is not allowed to take a throw-in.
   B. The impaired player can make a sidearm throw.
   C. The impaired player may kick the ball into play.
   D. The impaired player shall deliver the ball from behind and over the head in one continuous motion.

39. On a throw-in, the ball is in play:
   A. When it leaves the hands of the thrower.
   B. When it touches the playing surface.
   C. When it leaves the hands of the thrower and breaks the plane of the touchline.
   D. When it touches a second player.

40. The referee awards a throw-in to Team B. B17 runs towards the touchline with the ball, releasing it while she has both feet on the ground, on or behind the touchline. Her momentum, however, causes her to raise her left foot shortly after she releases the ball.
   A. Team A should be awarded a throw-in from the same location.
   B. Team A should be awarded an indirect free kick from the spot on the touchline where B17 raised her foot.
   C. Play should continue.
   D. Play should continue unless B17's momentum causes her to fall.

41. B17 is being replaced on a legal substitution opportunity for her team. What should happen next?
   A. B17 is considered to still be a player until her replacement, B12, takes her position on the field.
   B. B17 is considered to still be a player until her replacement, B12, is beckoned onto the field by the referee.
   C. B17 is considered to still be a player until her replacement, B12, steps onto the field.
   D. B17 is considered to still be a player until she has left the field and the game has been restarted.

42. An opposing player plays the ball before the ball clears the penalty area on a goal kick.
   A. The referee shall take no action as this is allowed.
   B. The referee shall warn the opposing player and order a rekick.
   C. The referee shall caution the player and award an indirect kick.
   D. The referee shall award a dropped ball.

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43. Player A10 who is not on the roster scores a goal. The referee should:
   A. Add A10 to the roster and allow the goal.
   B. Add A10 to the roster but disallow the goal.
   C. Add A10 to the roster, allow the goal and caution Team A coach.
   D. Disallow the goal and caution A10 for illegal substitution.

44. The home team arrives for a contest wearing pink jerseys and socks.
   A. This is legal.
   B. This a illegal and the game shall not be played until corrected.
   C. This is illegal, the head coach is cautioned for illegal uniforms and the game shall not be played until corrected.
   D. This is illegal and the head coach should be cautioned and the game shall be played.

45. Head coverings worn for medical/cosmetic or religious reasons are permitted provided:
   A. The covering is not abrasive, hard or dangerous to another player.
   B. The covering is highly unlikely to come off during play.
   C. Prior approval by the state association or delegate is given.
   D. All of the above.

46. The home team is wearing solid blue jerseys and socks, but three members of the team are wearing a white, long-sleeve shirt under their jersey.
   A. This is illegal and must be corrected before they are allowed to participate.
   B. This is legal.
   C. This is illegal as not every home team player is wearing a white long-sleeve shirt under her jersey.
   D. This is illegal as the visiting team is wearing white jerseys.

47. Home team A is wearing blue jerseys and socks. A1 is wearing a white long-sleeve undershirt, A2 is wearing visible black compression shorts and A3 is wearing a blue long-sleeve undershirt.
   A. Illegal. Visible apparel worn under the jersey shall be of a similar length, all alike and of a solid color.
   B. This is legal.
   C. Illegal as visible apparel does not match the predominant color of the uniform.
   D. Illegal as compression shorts do not match the color of the uniform shorts.

48. At the opening kickoff, A1 enters B's side of the field in order to kick the ball backward to A2.
   A. Illegal as all players must be on their team's half of the field at kickoff.
   B. This is legal.
   C. Illegal. A rekick should be taken.
   D. Illegal. An indirect kick is awarded to Team B.
49. A2 in the penalty area is advancing the ball toward his opponent's goal with an obvious goal-scoring opportunity. B3 grabs A2's shirt and A2 does not score a goal.
   A. Award Team A a penalty kick and disqualify B3 for denying an obvious goal-scoring opportunity.
   B. Award Team A a penalty kick.
   C. Award Team A a penalty kick and caution B3 for denying an obvious goal-scoring opportunity.
   D. Award Team A a corner kick.

50. During active play, Team B's coach enters the playing field to argue a call with the official and interferes with active play.
   A. Award Team A a direct kick from the point of the infraction.
   B. Award Team A an indirect kick from the point of the infraction.
   C. Resume play with a drop ball.
   D. Award Team A an indirect kick from where the ball was when the referee stopped play.

51. During an inspection of the field, the referees note that the team areas are not marked. What is the correct procedure?
   A. The referee should notify the state association.
   B. The game will not start until the team areas are properly marked.
   C. The game will begin without the proper markings.
   D. Both A and C.

52. During inspection of the field, the referees note that the corner flags are not orange. What should be the referee's response?
   A. This is not permitted and the game may not begin until orange corner flags are provided.
   B. This is not permitted but the game may begin with corner flags that are not orange. The referee should notify the home team to correct the situation for future games.
   C. This is permitted.
   D. Since the corner flags are not the proper color, they should be removed before the game begins.

53. Due to inclement weather, both coaches agree to shorten the periods of the game. This may be done:
   A. Only before the game begins.
   B. Only during the first period.
   C. Only after one half of the game has been played.
   D. Before the game begins or before the beginning of the second half.

54. Which of the following is an NFHS Official Soccer Signal?
   A. Holding.
   B. Tripping.
   C. Spitting.
   D. Starting the clock.
55. The official signal for a goal scored is:
   A. Blowing the whistle.
   B. Raising both hands above the head.
   C. Stopping the clock.
   D. Stopping the clock and pointing to the center of the field.

56. At the taking of a corner kick, the defending players must be:
   A. 10 yards from the ball.
   B. 10 yards from the corner flag.
   C. 10 yards from the quarter circle.
   D. 10 yards from the ball unless they are marking an opponent who is not taking the kick.

57. The referee awards a throw-in to Team A. A 14 takes the throw, but the ball hits the ground outside the touchline before entering the field. The referee should:
   A. Allow play to continue, ball is in play.
   B. Allow Team A to retake the throw.
   C. Allow the throw-in to Team B from the same location.
   D. Administer a drop ball at the spot where the ball touched the ground.

58. The referee awards a throw-in to Team B. B7 takes the throw-in, and as he throws the ball in, the ball spins just as it is released. The throw-in lands outside the touchline. The referee should:
   A. Award a throw-in to Team A at the original spot of the throw-in because the throw-in by B7 was spinning.
   B. Award a throw-in to Team A at the spot where the ball landed because the throw-in by B7 did not enter the field.
   C. Award a throw-in to Team A at the original spot of the throw-in because the throw-in by B7 did not enter the field.
   D. Allow Team B to retake the throw-in because the throw-in by B7 did not enter the field.

59. The referee has awarded Team B a penalty kick. As B4 runs towards the ball to take the kick, B9, B7 and A5 enter the penalty area. The referee allows the kick to proceed.
   A. If the ball enters the goal, restart play with a kickoff for Team A.
   B. If the ball does not enter the goal, retake the kick.
   C. Regardless of the outcome, retake the kick.
   D. The referee should not allow the kick to be taken and should caution the Team B players who encroached.

60. The referee has awarded Team B a penalty kick. The goalkeeper, A1, stands with his back to the ball. The referee shall:
   A. Allow play to continue as this is permitted by rule.
   B. Require the goalkeeper to face the kicker.
   C. Suspend the contest until the goalkeeper agrees to face the kicker.
   D. Declare a forfeit.
61. A9 believes that he has been fouled by B4. The referee allows play to continue. A9 spits at the referee. If the referee stops play immediately, the referee should:
   A. Display a yellow card to A9 and restart play with a direct kick.
   B. Display a red card to A9 and restart play with an indirect kick.
   C. Display a red card to A9 and restart play with a direct kick.
   D. Display yellow card and restart with an indirect kick.

62. An indirect free kick is awarded to Team B. A player from Team A refuses to move the required 10 yards and then kicks the ball away.
   A. A direct free kick should be awarded to Team B.
   B. The referee directs team B to retake the kick.
   C. The referee shall caution the player from Team A and the restart is the indirect free kick that was awarded to Team B.
   D. The referee shall issue a red card for taunting and award an indirect kick.

63. B9 is tripped by A6. The referee stops play and awards a free kick to Team B. A6 and other Team A players move slowly to form a defensive wall. Without waiting for the Team A players to be at least 10 yards from the ball, B5's kick strikes the arm of A8 whose arm is stationary and in a natural playing position.
   A. Play should continue.
   B. The referee should stop play, caution A8, require him to leave the field and restart play with a direct free kick from the spot of the previous kick by Team A.
   C. The referee should stop play, caution A8, require him to leave the field and restart play with an indirect free kick from the spot where A8 contacted the ball.
   D. The referee should caution A8 before B5 takes the kick.

64. B9 is tripped by A6. The referee stops play and awards a free kick to Team B. A6 remains at the spot of the foul, between the ball and the goal defended by Team A, arguing that B9 fell over his leg and that there was no trip.
   A. The referee should caution A6 and require him to leave the field of play.
   B. The referee should caution A6 for delaying the restart of play and also caution him for dissent. The referee should then disqualify A6 for receiving a second caution.
   C. The referee should ignore A6 and signal for the restart of play.
   D. The referee should move to a spot 10 yards closer to the goal defended by Team A and urge A6 to retreat to that position.

65. While A10 is dribbling towards goal, a substitute in the bench area, B17, throws a water bottle at A5, striking him in the head. The referee stops play, determines that A5 is able to continue to play and disqualifies B17.
   A. The game must be restarted with a direct free kick by Team A from the spot where A5 was struck.
   B. The game must be restarted with an indirect free kick by Team A from the spot where A5 was struck.
   C. The game must be restarted with a direct free kick by Team A from the location of the ball at the time A5 was struck.
   D. The game must be restarted with an indirect free kick by Team A from the location of the ball at the time A5 was struck.
66. The referee notices Player A has a broken knee brace. This player is improperly equipped. The referee should:
   A. Allow the player to fix it if it is immediately correctable.
   B. Allow the player to leave the field and allow a substitute.
   C. Allow the player to leave the field without replacement, and then re-enter at the next dead ball if an official is satisfied that the equipment is in order.
   D. All of the above.

67. A team with fewer than 11 players, but at least 7 players, may have an additional player enter the game:
   A. At the next substitution opportunity for the late arriving player.
   B. At the next dead ball.
   C. During the run of play.
   D. Only at the beginning of the next half.

68. A6 has banged heads with an opponent while trying to head a high ball. The referee has stopped play and has determined that A6 has the signs of a possible concussion. The referee requires A6 to leave the field and informs his coach that he may have suffered a concussion. There is no state association rule about concussions beyond that contained in the NFHS rules book.
   A. The referee should not allow A6 to return to the game after being cleared by an appropriate health-care professional.
   B. The referee may allow A6 to return to the game if the coach indicates appropriate medical personnel has cleared the player.
   C. The referee should allow A6 to return to the game if his coach has him report in per 3-4-1.
   D. The referee should not allow A6 to return until the opponent is able to return.

69. Cautioned Player A4 leaves the game and is not replaced. When can A4 re-enter the game:
   A. At any stoppage.
   B. At Team A's next legal opportunity to substitute.
   C. During the run of play.
   D. A4 does not have to leave the game.

70. During the game, the referee notices that B30 has tape on her ear lobes. Closer observation indicates that there are earrings underneath the tape. The referee should:
   A. Stop the game, caution the Team B head coach and require B30 to leave the game.
   B. Wait until the next stoppage; and since this is the first caution for illegal equipment, caution the Team B head coach and require B30 to leave the game.
   C. Wait until the next stoppage, feel B30's ear lobes to check for earrings under the tape and, if so, caution the Team B head coach and require B30 to leave the game.
   D. Since the referee did not notice the tape before the game, the referee should take no action.

71. During the course of play near the touchline, the official notes that Player A is running outside the field of play and is playing the ball, which is inside the field of play.
   A. The referee shall award an indirect kick for the violation.
   B. The ball continues to be in play.
   C. The referee shall stop play and give the ball back to Team A for a throw-in.
   D. The referee shall award a throw-in to Team B.
72. The referee inadvertently sounds the whistle.
   A. Realizing the error, the referee verbally directs "play on" to the players to continue play.
   B. The referee stops play and awards a dropped ball regardless of possession.
   C. The referee stops play and awards an indirect kick to the team in possession.
   D. The referee should do nothing and allow play to continue.

73. When the ball is out of play or for a foul, the referee should:
   A. Sound the whistle.
   B. Let play continue.
   C. Wait for the assistant official to make the call.
   D. Sound the whistle three times.

74. A player is cautioned and the referee orders the clock to be stopped:
   A. The official timer restarts the clock when the cautioned player leaves the field.
   B. Time is restarted when the ball is put into play.
   C. Time is restarted when the referee blows the whistle.
   D. As soon as the substitute enters the field, time is restarted.

75. The game is only 20 minutes old when Team A coach removes her players from the field because of a dispute with the referee. The coach refuses to continue the game despite the referee's instructions to do so.
   A. The referee shall suspend the game.
   B. The referee shall terminate the game.
   C. The referee shall re-schedule the game.
   D. The referee shall remove the coach and continue to play.

76. The referee has awarded Team B a free kick just outside its own penalty area. B3 takes the free kick and passes back to the goalkeeper, who misplays the pass and has the ball carom off his foot and into the goal. The proper restart is:
   A. A corner kick.
   B. A kickoff for the defending team.
   C. An indirect kick.
   D. A direct kick.

77. Which statement results in a goal?
   A. During a goal kick, Goalkeeper A1 takes the kick and the ball deflects off a player from Team B who was inside the penalty area and the ball deflects into the goal.
   B. Goalkeeper A1 catches a shot on goal by Team B. In preparing to throw the ball to a teammate, Goalkeeper A slips and drops the ball which lands on the goal line between the goalposts before picking the ball up again.
   C. During a goal kick, Goalkeeper A1 takes the kick and the ball deflects off a player from his/her own team who was inside the penalty area and the ball deflects into the goal.
   D. Goalkeeper A1 catches a shot on goal by Team B. In preparing to throw the ball to a teammate, Goalkeeper A slips and drops the ball which lands entirely across the goal line and between the goalposts.
78. During an attack by Team A, A4 is laying injured on the ground in an offside position. A3 scores an apparent goal while A4 is in the offside position.
   A. Disallow the goal and penalize A4 for being offside.
   B. Disallow the goal and award a goal kick to Team B.
   C. Allow the goal, but caution A4 for an unsporting act.
   D. Allow the goal as A4 was not involved in active play.

79. Player A2 deliberately plays the ball to player B9 who is in an offside position. B9 should be:
   A. Cautioned for being offside at the next stoppage in play but allow play to continue.
   B. Penalized for being offside.
   C. Allowed to continue to play, no infraction.
   D. Award an indirect free kick to Team A.

80. Team A has a kickoff in the first half of play. Player A1 kicks the ball backward to Player A2. The official should:
   A. Order the kick to be retaken.
   B. Award a direct free kick to Team B.
   C. Require Team A to retake the kickoff.
   D. Allow play to continue.

81. A player shall be disqualified (red card) for:
   A. Disproportionate and unnecessary force against an opponent while playing the ball.
   B. Deliberately handling the ball (other than the goalkeeper) attempting to prevent a goal and the goal is not scored.
   C. Committing a foul, attempting to deny an obvious goal-scoring opportunity, and the goal is not scored.
   D. All of the above.

82. A player shall be disqualified, without caution, by the official when he or she has completed the following action:
   A. Hand ball.
   B. Kicks the ball out of bounds.
   C. Flagrantly fouls the goalkeeper who is in possession of the ball.
   D. Fakes an injury.

83. A7 and A9 have both fallen to the ground in the vicinity of the ball. While still on the ground, A9 attempts to kick the ball to A13.
   A. A9 is guilty of dangerous play. The referee should award team B an indirect free kick.
   B. A9 is guilty of dangerous play. The referee should apply advantage and allow play to continue.
   C. A9 is guilty of kicking. The referee should award team B a direct free kick.
   D. A9 is not guilty of any offense. Play should continue.
84. A9 scores a goal to make the score 1-0 with 1:30 left in the game. He runs toward the portion of the spectators dominated by his school's supporters, removes his shirt and waves it above his head.
   A. A9 is guilty of an excessive act that focuses attention on himself. The referee should caution A9.
   B. A9 is guilty of an excessive act that focuses attention on himself. The referee should disqualify A9.
   C. A9 is guilty of taunting. The referee should disqualify A9.
   D. A9 is not guilty of an offense. Play should restart with a Team B kickoff.

85. B9 takes a throw-in, which his goalkeeper, B1, traps with his feet. B1 then dribbles the ball into the penalty area and picks it up with his hands in order to punt the ball. The officials should:
   A. Award a penalty kick to Team A for handling by B1.
   B. At the next stoppage of play issue a caution to B1.
   C. Award an indirect free kick to Team A.
   D. Allow play to continue as there is no violation.

86. Bench personnel running onto the field while the ball is in play is an example of:
   A. Misconduct.
   B. Serious foul play.
   C. A foul.
   D. Dangerous play.

87. During halftime, the referee notices that the visiting team's head coach is showing his players a video of action from the first half on his tablet. What action should be taken?
   A. Dismiss the coach.
   B. Take no action.
   C. Report the incident to the proper authorities.
   D. Caution the coach.

88. During active play, Team B's coach enters the playing field to argue a call with the official, but does not interfere with active play.
   A. Award Team A a direct kick from the point of the infraction.
   B. Award Team A an indirect kick from the point of the infraction.
   C. Resume play with a drop ball.
   D. Award Team A an indirect kick from where the ball was when the referee stopped play.

89. At the taking of a tie-breaking kick from the penalty mark, goalkeeper A1 deflects the kicked ball. As he celebrates, the ball's momentum causes it to strike the ground and spin into the goal. The referee should:
   A. Disallow the goal as it happened after the goalkeeper's initial touch.
   B. Allow the goal.
   C. Have the kicker retake the kick.
   D. Allow the goal and caution the goalkeeper for the celebration.
90. During the taking of a penalty kick:
   A. The goalkeeper shall stand on the goal line facing the kicker.
   B. The goalkeeper may stand on the goal line facing the goal.
   C. The goalkeeper may stand on the goal line outside the goal posts.
   D. The goalkeeper may move before the ball is kicked.

91. A throw-in by Player A goes directly to her own goalkeeper, who catches the ball with her hands. The referee should:
   A. Take no action as this is allowed.
   B. Award an indirect free kick to the opponent.
   C. Retake the throw-in.
   D. Award a throw-in to the opposing team.

92. A2 is advancing the ball toward the opponent's goal with an obvious goal-scoring opportunity. B3, who is attempting to
   play the ball, fouls A2, who is outside the penalty area and does not score a goal.
   A. Award Team A a penalty kick and disqualify B3 for denying an obvious goal-scoring opportunity.
   B. Award Team A a penalty kick and caution B3 for denying an obvious goal-scoring opportunity.
   C. Award Team A a direct kick and caution B3 for denying an obvious goal-scoring opportunity.
   D. Award Team A a direct kick and disqualify B3 for denying an obvious goal-scoring opportunity.

93. Which of these is true about taunting?
   A. Taunting is a misconduct and requires a caution to the offender.
   B. It is not required that the player be disqualified.
   C. Taunting is a misconduct and requires that the offending player be disqualified.
   D. If it is directed at a teammate, it requires no action.

94. Which of the following is considered unsporting conduct and will result in a caution?
   A. Taunting.
   B. Spitting at an opponent.
   C. Committing a foul in a reckless manner.
   D. Leaving the team area to participate in a fight.

95. When a coach is disqualified from the game and refuses to leave the playing area, the following can occur:
   A. Game continues.
   B. Game is terminated.
   C. Game is delayed.
   D. None of the above.

96. The referee stops play for dangerous play, which is an act likely to cause injury to self, opponent or teammate.
   A. The penalty is an indirect free kick for the opposing team.
   B. The penalty for the infraction is a direct free kick.
   C. The referee must award a drop ball.
   D. Dangerous play is considered a foul and a direct free kick is awarded to the opposing team.

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97. The visiting team arrives for a contest wearing light gray jerseys and socks.
   A. This is illegal and the visiting team must change prior to play.
   B. This is legal.
   C. The visiting team must change to an all-white jersey and socks if possible. If it is not possible to correct the problem, the game shall be played and the state association notified.
   D. This is illegal and the head coach should be cautioned and the game shall be played.

98. Visiting Team B is wearing white jerseys and socks. B1 is wearing a black long-sleeve undershirt, B2 is wearing black tights, and B3 is wearing a black arm sleeve.
   A. B3 is wearing illegal equipment as arm sleeves are not allowed.
   B. This is legal.
   C. Illegal. Visible apparel does not match the predominant color of the uniform.
   D. Illegal as visible undergarments are not all alike.

99. Which of following may not be worn on the team jersey?
   A. American flag.
   B. School emblem.
   C. School name.
   D. Premier League patch.

100. Which of the following is considered legal equipment for players?
    A. Goalkeeper with a soft-billed cap.
    B. A hockey goalie-type mask.
    C. Soft-padded headgear.
    D. A and C.
<table>
<thead>
<tr>
<th>Question</th>
<th>Answer</th>
<th>Answer Text</th>
<th>Rule Reference</th>
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</thead>
<tbody>
<tr>
<td>1.</td>
<td>C</td>
<td>Allowed unless the state association has prohibited such equipment.</td>
<td>5-1-3f</td>
</tr>
<tr>
<td>2.</td>
<td>C</td>
<td>Drop ball.</td>
<td>10-1-3g</td>
</tr>
<tr>
<td>3.</td>
<td>A</td>
<td>Allow the goal and restart with a kickoff by the defending team.</td>
<td>14-1-4</td>
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<td>4.</td>
<td>D</td>
<td>Begin the contest as this is permitted by rule.</td>
<td>1-2-1</td>
</tr>
<tr>
<td>5.</td>
<td>B</td>
<td>This is not permitted. If neither team has three similar quality game balls with the NFHS Authenticating Mark, the game may begin with balls chosen by the referee from those available.</td>
<td>2-1, 2-2-5</td>
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<tr>
<td>6.</td>
<td>D</td>
<td>Both coaches may give their teams coaching instruction.</td>
<td>3.3.2 SITUATION H</td>
</tr>
<tr>
<td>7.</td>
<td>A</td>
<td>Substitutes who have properly reported before the caution and/or disqualification may be beckoned onto the field by the referee.</td>
<td>3-4-1d</td>
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<tr>
<td>8.</td>
<td>B</td>
<td>The incoming substitute may not take the penalty kick.</td>
<td>3-3-3d(2)</td>
</tr>
<tr>
<td>9.</td>
<td>C</td>
<td>Stop the time and allow the substitution if the leading team is making a substitution.</td>
<td>7-4-3</td>
</tr>
<tr>
<td>10.</td>
<td>C</td>
<td>The referee should show A4 a red card and not allow A9 to enter the field.</td>
<td>3-3-6, 12-8-2f</td>
</tr>
<tr>
<td>11.</td>
<td>A</td>
<td>The game may not begin until the coach provides a complete roster.</td>
<td>3-1-3</td>
</tr>
<tr>
<td>12.</td>
<td>D</td>
<td>A player’s position.</td>
<td>3-1-3</td>
</tr>
<tr>
<td>13.</td>
<td>C</td>
<td>Any color that contrasts with white.</td>
<td>4-1-1a</td>
</tr>
<tr>
<td>14.</td>
<td>C</td>
<td>B4 may participate.</td>
<td>4-2-9</td>
</tr>
<tr>
<td>15.</td>
<td>C</td>
<td>It is the head coaches responsibility that their team is properly and legally equipped.</td>
<td>4-3, 5-2-2d(4)</td>
</tr>
<tr>
<td>16.</td>
<td>B</td>
<td>Not allow Team B to wear the rubber bands as they are considered jewelry.</td>
<td>4-2-4</td>
</tr>
<tr>
<td>17.</td>
<td>A</td>
<td>This is not permitted.</td>
<td>4-2-8, 4.2.1 SITUATION G</td>
</tr>
<tr>
<td>18.</td>
<td>B</td>
<td>Not permit players with black tape to play until it is corrected.</td>
<td>4-1-1b</td>
</tr>
<tr>
<td>19.</td>
<td>A</td>
<td>Wear distinguishing pinnies when warming up outside the team area.</td>
<td>4-1-3</td>
</tr>
<tr>
<td>20.</td>
<td>A</td>
<td>This is required.</td>
<td>4-1-1h(1)</td>
</tr>
<tr>
<td>21.</td>
<td>D</td>
<td>This is permitted.</td>
<td>4-1-1a</td>
</tr>
<tr>
<td>22.</td>
<td>B</td>
<td>The referee should allow the game to begin. After the game, the referee should report this situation to the state association.</td>
<td>4.1.1 SITUATION G</td>
</tr>
<tr>
<td>23.</td>
<td>D</td>
<td>A dark color contrasting with white.</td>
<td>4-1-1a</td>
</tr>
<tr>
<td>24.</td>
<td>B</td>
<td>Stop play and request that the home school administration take appropriate action.</td>
<td>5-3-2e</td>
</tr>
<tr>
<td>25.</td>
<td>C</td>
<td>The referee should allow the goal and caution A3 for unsporting conduct.</td>
<td>5.3.1 SITUATION A</td>
</tr>
<tr>
<td>26.</td>
<td>C</td>
<td>Display the yellow card indicating the subsequent caution immediately followed by a red card.</td>
<td>5-3-1g</td>
</tr>
<tr>
<td>27.</td>
<td>B</td>
<td>On arrival at the field of play and its immediate surroundings.</td>
<td>5-1-2</td>
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<tr>
<td>28.</td>
<td>A</td>
<td>Change to a jersey of a color distinct from the field players.</td>
<td>5-1-3a</td>
</tr>
<tr>
<td>29.</td>
<td>C</td>
<td>Determine the winner of games.</td>
<td>5-3-2, 5-4-1a</td>
</tr>
<tr>
<td>30.</td>
<td>B</td>
<td>Keep the official time on his or her watch and shall stop and start his watch at the times specified in Rule 6-2-3a.</td>
<td>6-2-1, 6-2-2-3a</td>
</tr>
<tr>
<td>31.</td>
<td>B</td>
<td>At least two ball holders must be provided by the home team.</td>
<td>6-1-1</td>
</tr>
<tr>
<td>32.</td>
<td>C</td>
<td>A drop ball can be between any number of players.</td>
<td>9-2-3</td>
</tr>
<tr>
<td>33.</td>
<td>C</td>
<td>Allow the goal.</td>
<td>10-1-2e</td>
</tr>
<tr>
<td>34.</td>
<td>C</td>
<td>Allow play to continue as this is permitted by rule.</td>
<td>11-1-2</td>
</tr>
<tr>
<td>35.</td>
<td>D</td>
<td>Allow play to continue.</td>
<td>12-2</td>
</tr>
<tr>
<td>36.</td>
<td>B</td>
<td>Allow play to continue as this is permitted by rule.</td>
<td>12.6 SITUATION D</td>
</tr>
<tr>
<td>37.</td>
<td>D</td>
<td>Take no action, this is an allowed use of cell phones.</td>
<td>12-8-1e</td>
</tr>
<tr>
<td>38.</td>
<td>D</td>
<td>The impaired player shall deliver the ball from behind and over the head in one continuous motion.</td>
<td>15-1-2</td>
</tr>
<tr>
<td>39.</td>
<td>C</td>
<td>When it leaves the hands of the thrower and breaks the plane of the touchline.</td>
<td>15-1-4</td>
</tr>
<tr>
<td>40.</td>
<td>C</td>
<td>Play should continue.</td>
<td>15-1-2</td>
</tr>
<tr>
<td>41.</td>
<td>B</td>
<td>B17 is considered to still be a player until her replacement, B12, is beckoned onto the field by the referee.</td>
<td>18-1-1gg</td>
</tr>
<tr>
<td>42.</td>
<td>B</td>
<td>The referee shall warn the opposing player and order a rekick.</td>
<td>16-1-2</td>
</tr>
<tr>
<td>43.</td>
<td>A</td>
<td>Add A10 to the roster and allow the goal.</td>
<td>3-1-3 SITUATION A</td>
</tr>
<tr>
<td>44.</td>
<td>A</td>
<td>This is legal.</td>
<td>4-1-1a</td>
</tr>
<tr>
<td>45.</td>
<td>D</td>
<td>All of the above.</td>
<td>4-2-10</td>
</tr>
<tr>
<td>46.</td>
<td>B</td>
<td>This is legal.</td>
<td>4-1-1d</td>
</tr>
<tr>
<td>47.</td>
<td>A</td>
<td>Illegal. Visible apparel worn under the jersey shall be of a similar length, all alike and of a solid color.</td>
<td>4-1-1d,e</td>
</tr>
<tr>
<td>48.</td>
<td>B</td>
<td>This is legal.</td>
<td>8-1-2</td>
</tr>
<tr>
<td>49.</td>
<td>A</td>
<td>Award Team A a penalty kick and disqualify B3 for denying an obvious goal-scoring opportunity.</td>
<td>12-8-2d(3)</td>
</tr>
<tr>
<td>50.</td>
<td>A</td>
<td>Award Team A a direct kick from the point of the infraction.</td>
<td>13-2-1j</td>
</tr>
<tr>
<td>51.</td>
<td>D</td>
<td>Both A and C.</td>
<td>1-5-1</td>
</tr>
<tr>
<td>52.</td>
<td>C</td>
<td>This is permitted.</td>
<td>1-3</td>
</tr>
<tr>
<td>53.</td>
<td>D</td>
<td>Before the game begins or before the beginning of the second half.</td>
<td>7-1-2</td>
</tr>
<tr>
<td>54.</td>
<td>D</td>
<td>Starting the clock.</td>
<td>Signal Chart</td>
</tr>
<tr>
<td>55.</td>
<td>D</td>
<td>Stopping the clock and pointing to the center of the field.</td>
<td>Signal Chart</td>
</tr>
<tr>
<td>56.</td>
<td>A</td>
<td>10 yards from the ball.</td>
<td>17-1-2</td>
</tr>
<tr>
<td>57.</td>
<td>C</td>
<td>Allow the throw-in to Team B from the same location.</td>
<td>15-1-5</td>
</tr>
<tr>
<td>58.</td>
<td>C</td>
<td>Award a throw-in to Team A at the original spot of the throw-in because the throw-in by B7 did not enter the field.</td>
<td>15-1-5</td>
</tr>
<tr>
<td>59.</td>
<td>C</td>
<td>Regardless of the outcome, retake the kick.</td>
<td>14-1-2 PENALTY</td>
</tr>
<tr>
<td>60.</td>
<td>B</td>
<td>Require the goalkeeper to face the kicker.</td>
<td>14-1-3</td>
</tr>
<tr>
<td>61.</td>
<td>B</td>
<td>Display a red card to A9 and restart play with an indirect kick.</td>
<td>13-2-2m</td>
</tr>
<tr>
<td></td>
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</tr>
<tr>
<td>62.</td>
<td>C</td>
<td>The referee shall caution the player from Team A and the restart is the indirect free kick that was awarded to Team B.</td>
<td>13-3-1 PENALTY</td>
</tr>
<tr>
<td>63.</td>
<td>A</td>
<td>Play should continue.</td>
<td>13.3.1 SITUATION B</td>
</tr>
<tr>
<td>64.</td>
<td>A</td>
<td>The referee should caution A6 and require him to leave the field of play.</td>
<td>12-8-1, 13-3-1</td>
</tr>
<tr>
<td>65.</td>
<td>D</td>
<td>The game must be restarted with an indirect free kick by Team A from the location of the ball at the time A5 was struck.</td>
<td>13-2-3c</td>
</tr>
<tr>
<td>66.</td>
<td>D</td>
<td>All of the above.</td>
<td>4-2</td>
</tr>
<tr>
<td>67.</td>
<td>B</td>
<td>At the next dead ball.</td>
<td>3-3-8</td>
</tr>
<tr>
<td>68.</td>
<td>B</td>
<td>The referee may allow A6 to return to the game if the coach indicates appropriate medical personnel has cleared the player.</td>
<td>3-3-2b(3)</td>
</tr>
<tr>
<td>69.</td>
<td>B</td>
<td>At Team A’s next legal opportunity to substitute.</td>
<td>3-3-3b(2)</td>
</tr>
<tr>
<td>70.</td>
<td>B</td>
<td>Wait until the next stoppage; and since this is the first caution for illegal equipment, caution the Team B head coach and require B30 to leave the game.</td>
<td>4-3, 18-1-1t</td>
</tr>
<tr>
<td>71.</td>
<td>B</td>
<td>The ball continues to be in play.</td>
<td>9-1-2e</td>
</tr>
<tr>
<td>72.</td>
<td>B</td>
<td>The referee stops play and awards a dropped ball regardless of possession.</td>
<td>9-2-1c</td>
</tr>
<tr>
<td>73.</td>
<td>A</td>
<td>Sound the whistle.</td>
<td>9-1-3</td>
</tr>
<tr>
<td>74.</td>
<td>B</td>
<td>Time is restarted when the ball is put into play.</td>
<td>7-4-2</td>
</tr>
<tr>
<td>75.</td>
<td>B</td>
<td>The referee shall terminate the game.</td>
<td>7-5</td>
</tr>
<tr>
<td>76.</td>
<td>B</td>
<td>A kickoff for the defending team.</td>
<td>10-1-1</td>
</tr>
<tr>
<td>77.</td>
<td>D</td>
<td>Goalkeeper A1 catches a shot on goal by Team B. In preparing to throw the ball to a teammate, Goalkeeper A slips and drops the ball which lands entirely across the goal line and between the goalposts.</td>
<td>10-1-1</td>
</tr>
<tr>
<td>78.</td>
<td>D</td>
<td>Allow the goal as A4 was not involved in active play.</td>
<td>11-1-4</td>
</tr>
<tr>
<td>79.</td>
<td>C</td>
<td>Allowed to continue to play, no infraction.</td>
<td>11-1-4</td>
</tr>
<tr>
<td>80.</td>
<td>D</td>
<td>Allow play to continue.</td>
<td>8-1-3</td>
</tr>
<tr>
<td>81.</td>
<td>D</td>
<td>All of the above.</td>
<td>12-8-2d</td>
</tr>
<tr>
<td>82.</td>
<td>C</td>
<td>Flagrantly fouls the goalkeeper who is in possession of the ball.</td>
<td>12-4-2a</td>
</tr>
<tr>
<td>83.</td>
<td>A</td>
<td>A9 is guilty of dangerous play. The referee should award team B an indirect free kick.</td>
<td>12-6</td>
</tr>
<tr>
<td>84.</td>
<td>A</td>
<td>A9 is guilty of an excessive act that focuses attention on himself. The referee should caution A9.</td>
<td>12-8-1f(12), 12-8-1 SITUATION B (c)</td>
</tr>
<tr>
<td>85.</td>
<td>C</td>
<td>Award an indirect free kick to Team A.</td>
<td>12-7-3 SITUATION B</td>
</tr>
<tr>
<td>86.</td>
<td>A</td>
<td>Misconduct.</td>
<td>18-1-1z</td>
</tr>
<tr>
<td>87.</td>
<td>B</td>
<td>Take no action.</td>
<td>12-8-1 SITUATION C</td>
</tr>
<tr>
<td>88.</td>
<td>D</td>
<td>Award Team A an indirect kick from where the ball was when the referee stopped play.</td>
<td>13-2-3a</td>
</tr>
<tr>
<td>89.</td>
<td>B</td>
<td>Allow the goal.</td>
<td>14-1-6</td>
</tr>
<tr>
<td>90.</td>
<td>A</td>
<td>The goalkeeper shall stand on the goal line facing the kicker.</td>
<td>14-1-3</td>
</tr>
<tr>
<td>91.</td>
<td>B</td>
<td>Award an indirect free kick to the opponent.</td>
<td>12-7-4 PENALTY</td>
</tr>
<tr>
<td>92.</td>
<td>D</td>
<td>Award Team A a direct kick and disqualify B3 for denying an obvious goal-scoring opportunity.</td>
<td>12-8-2d(3)</td>
</tr>
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<tr>
<td>93.</td>
<td>C</td>
<td>Taunting is a misconduct and requires that the offending player be disqualified.</td>
<td>12-8-2b</td>
</tr>
<tr>
<td>94.</td>
<td>C</td>
<td>Committing a foul in a reckless manner.</td>
<td>12-8-1f(10)</td>
</tr>
<tr>
<td>95.</td>
<td>B</td>
<td>Game is terminated.</td>
<td>12-8-3c</td>
</tr>
<tr>
<td>96.</td>
<td>A</td>
<td>The penalty is an indirect free kick for the opposing team.</td>
<td>12-6</td>
</tr>
<tr>
<td>97.</td>
<td>C</td>
<td>The visiting team must change to an all-white jersey and socks if possible. If it is not possible to correct the problem, the game shall be played and the state association notified.</td>
<td>4-1-1a, 4-1-1 SITUATION H</td>
</tr>
<tr>
<td>98.</td>
<td>B</td>
<td>This is legal.</td>
<td>4-4-1a, d</td>
</tr>
<tr>
<td>99.</td>
<td>D</td>
<td>Premier League patch.</td>
<td>4-1-1h(2)</td>
</tr>
<tr>
<td>100.</td>
<td>D</td>
<td>A and C.</td>
<td>4-2-1 EXCEPTION 2, 4-2-9</td>
</tr>
</tbody>
</table>