

TWSL REFEREE GUIDE

September 2001

Thank you for being an official for the Tucson Women's Soccer League (TWSL). You play a very important role in our league and we depend on you to help us maintain safety and fairness to all players during the game. This guide outlines the rules and regulations of TWSL and its payment policies. Please take a moment to familiarize yourself with the rules and keep them you with for reference. If you have any questions or need further information, please contact the league treasurer or any of the league executives listed below.

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I. Game Administration

A. The designated **home team** is responsible for the following:

1. The submission of the official game card for the team roster a minimum of ten minutes prior to the match.
2. One game ball.
3. Changing jersey colors in the event of a conflict with the opposing team.
4. The welfare of the officials before, during and after the match.

B. The **visiting team** is responsible for the following:

1. The submission of a roster on the official game card provided by the home team.
2. The welfare of the officials before, during and after the match.

C. 1. Collect all **player passes** and check for names against the roster submitted on the game card. Each player must have a pass. If **NO PASS, NO PLAY!** Check for the registrar's signature, current season date, and team name on the back of the card.

2. The **temporary pass** is also a valid pass but only for the date and team printed on it. Keep any temporary passes after the game and deliver them to the Treasurer with the game report.

3. **Up to 25** players are allowed on the game roster and to play.

4. If a team captain desires to "**challenge**" the registration of a player, they shall notify the referee and the opposing coach/captain that the player is under "Challenge" (not to be confused with protest). The player being challenged shall give her name and birth date to the referee, who shall note this information on the game card.

5. **Return all passes** to the captain or team representative at the conclusion of each game, except

temporary and for players that have been ejected. If a **player is ejected**, the referee shall deliver the pass and a proper report to the Treasurer of the TWSL.

- D. Every team is required to have an official **uniform** and all players must have permanent numbers (no tape, no marker) on the back of their uniforms. Also, check for any improper uniform equipment (i.e. jewelry dangerous to other players, prohibited shoes, etc.).
- E. A **legal team size** is 7 players; in the co-ed division, a legal team is 6 men and 1 woman. (Note: If the team only has 1 woman, the woman cannot be the goalkeeper until another woman shows up). *See also Section II, paragraph A, #8.*
- F. Each game should **start** at the scheduled time by the referees and the team captains entering the center circle and performing the coin toss. If the teams do not have the game card ready or have not submitted their player passes, notify the team captains that the game clock has started but that play will not begin until all the necessary items have been satisfied.
- G. Each game should **end** after regulation time (plus any added time for injuries, etc.) has expired and no sooner. If the game starts on time, it normally will not cause delays in the schedule. **Half-time** should last 5 minutes.

<u>Division</u>	<u>Regulation Time</u>	<u>Games Scheduled Every</u>
Women	90 mins	2 hrs
Coed, Women in summer	80 mins	1.75 hrs

- H. **Tournaments and Playdowns** may have special rules and regulation time. Information for these games will be provided to you as needed.

II. Rules of Play

- A. FIFA Laws of the game prevail with the following exceptions:
 - 1. **Field size** is ideally a minimum of 100 by 75 yards, but pragmatism may require variation.
 - 2. Goal **nets** will be used.
 - 3. **Substitutions** shall be unlimited and may be made, with the consent of the referee, at the following times:
 - a. Prior to the throw in your favor.
 - b. Prior to a goal kick by either team.
 - c. After a goal by either team.
 - d. After an injury, by either team, when the referee stops play.
 - e. At half time.
 - f. A player receiving a yellow card may be substituted before play resumes; the other team may substitute an equal number of players.
 - 4. **Metal cleats** are prohibited.
 - 5. Shoes with **toe cleats** (i.e. a single cleat at the toe of the shoe) are prohibited.
 - 6. Upon the stoppage of play and acknowledgment from the referee, a team playing with fewer than 11 players is allowed to **add** eligible players to the game.
 - 7. During summer only, teams are allowed at least one **water break** per half due to the heat.
 - 8. In the co-ed division, the **number of male players** on the field during play must not be greater than five (5), excluding the goal keeper. **Women** are not restricted by numbers, other than FIFA rules that govern a team of 11.

9. In the co-ed division, **sliding** is only allowed by the goal keeper within the penalty box or by players other than the goal keeper only for the purposes of keeping the ball in bounds when no other players are in proximity (approximately 10 yds). Leaving one's feet for **SLIDING IS NOT ALLOWED in coed** for taking or intending to take possession of the ball from a player or keeping or intending to keep a player from getting possession (i.e. sliding to keep a ball in-bounds when another player is in proximity would be considered as keeping a player from getting possession). For unallowable slides, an **indirect free kick** will be awarded to the opposing team at the site of the slide. It is up to the referee's discretion if a yellow (or red) card should be awarded for dangerous slides or repeated slides in a game by the same team. All other rules regarding sliding (i.e. dangerous play, from behind, etc) still apply.
10. In the co-ed division, a woman will be awarded **2 points** for a goal, excluding penalty kicks.
11. In the co-ed division, the **last offensive player** who touches the ball will be awarded credit for the goal.
12. In the co-ed division, if a **player is red carded**, their team must play short the remainder of the game with one less player of that player's gender. If the team was already playing short and additional players show up, they may be added but the team must still play with less than 5 of the gender that was ejected.

B. **Tie games** will remain ties during the regularly scheduled season.

C. All **forfeits** result in a score of 1-0 and must be clearly marked on the game card as to which team forfeited and why. A team forfeits under the following conditions:

1. Fifteen minutes after the scheduled start of the game, or at any time during the game, the team has fewer than seven acceptable players.
2. The team uses ineligible players.
3. The home team fails to have uniforms of contrasting colors. If the game is not played, the home team will forfeit (except if visitor team failed to tell its opponent that they changed their team color).
See also Section III, paragraph H.

D. Teams who can field a legal team, but have less than 11 players can **concede** the game to the opposing team at any time, but must play the game until half time. If the team does not play until half-time, then they will be charged with a forfeit. *See also Section III, paragraph H.*

III. Officials

A. All games under the jurisdiction of the TWSL shall be officiated by properly designated **USSF certified referees**. If a certified referee is unavailable, another qualified adult may be asked to referee the game, provided that both team representatives indicate their agreement before the game starts. Rather than use a non-certified referee, a team representative may ask for the game to be rescheduled.

B. Should a referee become **incapacitated** during the course of the game, a report shall be made to the Board of Directors by the home team. The game shall be suspended unless another referee is acceptable to both teams, is present, and is willing to officiate the game.

C. The referee shall be responsible for officiating and conducting the game in accordance with his powers as governed by USSF/FIFA laws of the game and in agreement with the TWSL rules. In addition, the **referee shall be responsible** for the following:

1. Keeping a record of goals scored and other pertinent information relating to the game. This includes all **yellow and red carded players** -- their number, name, and infraction.

2. Holding the player passes of players who were **ejected** during the game and submitting these passes to the Treasurer along with a report.
 3. Assuring the proper completion and **disposition of the game card** and his/her report.
- D. Each team will have the opportunity to provide an **evaluation** of the officials for their game each week. These evaluations will be submitted to the TWSL, and maybe followed up with a discussion with the referee assignor, formal evaluation(s), or dismissal.
- E. If a referee physically attacks a player, the team representative has the **right to stop** the game. In such a case, the game shall be replayed. A report shall be sent to TWSL.
- F. Referees may be asked to appear before **TWSL committees** at any time to explain their reports or testify on Appeal and Disciplinary hearings.
- G. Referees shall be obliged upon request by the team representative or captain to fill out an **Incident Report** if a team wants to protest the outcome of a game or referee's decision.
- H. Referees should still officiate a game that is **forfeited or conceded**. The referees shall conduct these games as they would any other game; however, any player(s) currently registered with TWSL may play and must submit a valid player's pass to the referee (no pass, no play).

IV. Payment Policies

- A. Only the **official game card** authorizes payment. Be sure to obtain a game card from a team in the event of a forfeit.
- B. Payment shall be made by **TWSL check**. On special occasions (such as a tournament or playdown), the Board of Directors may decide to pay in cash.
- C. Each official must **sign his own name** and print his address (including zip code) on the game card. Names not listed on the game card will not be paid. Write '**CLUB**' on the game card next to the name of a person who fills a vacant referee position and is not certified.
- D. The game card must be received at the address on the card **within 3 days** of the game for payment (i.e. they should be mailed the next day after the game).
- E. Game cards that are **not filled out correctly** may be rejected, or cause delays in payments. Make sure all requested information on the card is filled in (i.e. date, field, time, teams, score, carded players) and legible.
- F. Every effort will be made to disburse payments **bi-monthly** or **after 2 weekends** of games.
- G. Any **correspondence** with the Treasurer concerning payments, adjustments or corrections must be made in writing and may be subject to approval by the Board of Directors.
- H. Out of courtesy to the **referee assignor**, please contact him/her at least 48 hours prior to a game that you have been scheduled for and cannot make. Otherwise, you are responsible for finding a replacement.
- I. Social Security numbers must be provided to TWSL before first payment.

TWSL Check-In Player Procedure (for both women's and coed)

Center Referee responsibilities:

1. After game card is completed by a team, give it to one of the assistant referees. (If jersey numbers are not on the roster, return game card to team rep/captain to fill out.)
2. Have each player turn in their pass or have the team rep/captain point out each player as you look at the pass.
3. Read name aloud so assistant ref can mark the player checked-in next to his/her name on the roster.
4. Verify team/season sticker on the back of the pass (see example below).
5. Keep all passes until game is over then return to the team rep/captain (except ejections. See below).

Assistant Referee responsibilities:

1. As center referee calls out the player's name, make check mark next to the number to the left of the player's name.
 2. Verify jersey number matches number listed on roster.
- If the **PLAYER DOES NOT HAVE A PASS** or a **proper team/season sticker**, they cannot play. If there are any problems, remind the team rep/captain that this is a league rule (not one you made up) and that any questions or discussion needs to be taken up with the league. Explain to them that you are just doing what the league has asked you to do.
 - If a **PLAYER SHOWS UP LATE OR DOES NOT LOOK FAMILIAR TO YOU** from the check-in before the game, ask the player or team rep/captain for their name and player's pass. Verify pass then check off name on the roster. This can also be done at half-time or at the end of game before you return the passes.
 - If a **PLAYER IS EJECTED**, always send pass with game card to the Treasurer (regardless of whether the player plays on a team in the opposite league, i.e. female coed player plays women's, women's player plays coed).

Example of a current coed and women's player's pass. *

The pass is white with a digital picture on it. On the back there must be a sticker indicating the team and the current season (Fall, Spr or Sum) plus the year (07). If there is no sticker then the pass is not current and is not valid. The coed sticker is bright pink and the women's sticker is white.

U.S. AMATEUR S.A. PLAYER PAS
 AMATEUR PROFESSIONAL
 I.D. No. **TU0001050**
SMITH **JESSICA**
 Player's Last Name First
 Birth Date: Mo. Day Yr.
 Player's Signature: **8/23/2005**

Front

Cruz Azul TWSL COED **Fall '06** SEASON
 The other side of this card is recorded all rights & privileges
 The card remains the property of the Arizona State Soccer Association and must be surrendered on demand to an official of the ASSA.
 This card must be in the possession of the player or a representative of the team for which he/she plays during any sanctioned competition in which he/she plays.
RUDE DOGS **FALL '06**
9-1-06 DATE ISSUED
VALID THROUGH AUGUST 31, 2007
 TEAM 2
Al Saldañanda STATE REGISTRAR

Back

COLORED Coed Sticker validating Team and Season

Women's Sticker validating Team and Season

(Note: The women's division has one team that players are allowed to dual roster on. This is the Thirty Something team. In the case of dual rostered players, there will be two white stickers with the season and year indicating the Thirty Something team and the other women's team. This is the only dual rostered team in both women's and coed divisions.)

* *The temporary pass is also a valid player's pass but only for the date and team specified on it. Remember to keep any temporary passes after the game and mail them in with the game card.*

Weather/Rain Procedures

If a game becomes unplayable due to weather conditions, stop the game and have everyone seek safe shelter. If after waiting 30 minutes, the game cannot safely be resumed, terminate the game and send the teams home. If there are games scheduled after the terminated game, continue to assess the weather conditions at least 30 minutes after the next game is scheduled to start and continue these games when it is safe to do so.

-- *If a game is conceded or terminated*, please note on the game card, how many minutes of the game were played and why it was terminated.

Summary of Rules Unique To Coed

These rules CANNOT be changed by the ref or teams even if both agree or if they are short. Please refer to complete rules in the Referee Guide, Section II.A.8-12 for more details.

- 1) **NUMBER OF MALE PLAYERS** – no more than 5 men ever on the field (goalie is not a field player)
II.A.8
- 2) **SLIDING IS NOT ALLOWED** to take possession from a player or keep another player from getting possession, except goalie in the goal box. Basically, field players must stay on their feet. *II.A.9*
- 3) **WOMAN GOALS** are 2 points. PK's are only 1. *II.A.10*
- 4) **LAST OFFENSIVE PLAYER** to touch the ball is credited with the goal. If that is woman, then it is 2 points. Applies even to own goals. *II.A.11*
- 5) **RED CARDS** - if a male player is ejected, the team must play with one less male player. If a woman is, then they play with one less female player. Even if they are playing with less than 11 before that. *II.A.12*