



“Annual HS Rules Edition”

Shinguards!

For the 2008/09 season, the rules regarding shinguards is in place. Here are the rules:

1. Coaches are responsible for equipment—no 100% inspection of shinguards.
2. Inspect only if the shinguards are suspect.
3. NOCSAE approved labels state the height of the player allowed to wear them.
4. If there is a label, enforce the size stated.
5. If there is no label, it is

OK, if, in your opinion, they meet the following requirements:

1. Must provide adequate protection
2. They must be professionally manufactured.
3. Must be age/size appropriate
4. May not be altered

Look at players prior to the match, this is not a “gotcha” rule.

The first Illegal Equipment violation in the match is a yellow card to the Head Coach. All others result in yellow cards to the player.

Officials Jurisdiction Redefined

The jurisdiction of officials is now defined as beginning at 15 minutes prior to the start of the match. Jurisdiction ends with leaving the field and the immediate surroundings.

Officials at a match prior to that can report untoward incidents. Any unacceptable behavior will be reported to school officials.

NFHS strongly suggests, and North Coast Section requires, that officials not remain at matches but rather that they leave immediately.

There is no expectation that referees supervise post game hand shakes. While players may wish to shake hands with officials, it is best that officials leave the area as soon as possible.

Coaches have been advised of this.

Special points of interest:

- **IMPORTANT:** Read the Time Keeping issues on page 6
- Informally inspect players prior to the match.
- Read the article about Injuries and Subs
- Download the HS test from www.tvsra.org and the answer sheet. I don't want to know your score, it's open book.
- Print a copy of “Terry's Time Bombs” for most differences between HS and FIFA.
- Before the match, always, ask the coach if his players are properly equipped.

Substitution Requirements

Substitution procedures under went a major change in procedure in 2005 and all officials need to follow this procedure. **DO THIS FOR ALL LEVELS OF PLAY.**

All subs must enter at the half way line. No sub may enter without the permission of the referee.

With three exceptions, all subs must “Report In” prior to being allowed to enter the field. In EBAL and MVAL, “Reporting In” is done by being at the halfway line **prior** to the dead ball.

Subs are allowed on their team’s Corner Kick and Throw-In, and any Goal Kick. But, in all cases, the sub must have reported to the halfway line **PRIOR** to the dead ball. If the team does not have any players at the half way line prior to the dead ball, the team is not allowed to sub any players at the stoppage.

Three exceptions when subs may come directly off of the bench but must enter at the halfway line:

- 1)** After an injury, or
- 2)** after a card which allows a substitution, the replacement player need not have reported to the half way line prior to the dead ball but they must still enter at the halfway line.
- 3)** After a goal, any sub may enter the field at the halfway line without prior reporting to the halfway line.

Any team with a sub already reported to the halfway line at the time of a card or injury may enter the field, this includes Penalty Kicks.

If Team A, with the injured player does not have any subs at the halfway line and Team B has three players at the halfway line prior to an injury. Team A may only substitute for the injured player. Team B may sub the three players at the halfway line..

Injuries and Subs and what to do

The rules concerning injuries and substitutions may seem confusing if you look solely at the NFHSA Rule Book.

Subs are **required** “if a player is injured” “the injured player will leave the field” . This means that if the Referee stops for an **INJURY**, subs are allowed and the injured player must leave the field.

Before you call something an injury,

- STOP play,
- EVALUATE.
- Decide if it is an injury

which means a sub is allowed

Only if you determine the player is injured will you allow subs. If you stop only to evaluate and then decide that play is to continue. **DO NOT** allow subs, even if you stopped the clock.

Any attended player is injured.

For technical purposes, the stoppage is not for Injury but for Evaluation. Do not refer to the stoppage as an injury stoppage unless you are going to have the player leave the field. An Injury stoppage requires that the in-

jured player leave the field. The Referee must decide,

If you need to call someone to attend a player,

- 1) The player is definitely injured,**
- 2) A sub, from the bench, is allowed for injured player.**
- 3) Other subs are allowed if they meet the reporting requirements**
- 4) The injured player must leave the field.**

Substitutions - Penalty Kicks

A Penalty Kick is not a substitution opportunity.

Subs are not allowed at the taking of a Penalty Kick,

.Exception for cards, where players are replaced, or for an injury requiring replacement of a player,

If a player is carded or injured when a Penalty Kick is awarded,

any previously reported players may enter. Injured or carded players may be subbed from the bench. Sub may not take the Penalty Kick.

On a Penalty Kick, if a goal keeper is Disqualified, that is sent off when a Penalty Kick is awarded and the team is to play short, his team is allowed to bring in a replacement goal

keeper from the bench but then one other player from that team must leave the field so they have one fewer players at the taking of the Penalty Kick.

If a Goal keeper is sent off for these two reasons, 1) 2nd Caution, or 2) excessive celebration, a sub is allowed and the team will not play with fewer players.

Shinguards 2008/09

Size appropriate Shinguards meeting the National Operating Committee on Standards for Athletic Equipment (NOCSAE) are required for all players beginning of the 2008/09 season.

Shinguards

shall be worn under the stockings and the bottom must be no higher than 2 inches above the ankle.

NOTE: This is a violation of

Improper Equipment,

no cards are issued for improper equipment.

The new NOCSAE shinguards will be tagged with the NOCSAE logo. They will specify which size is correct for a particular sized player, making it easy for players, coaches, and officials to differentiate which shinguards are to be worn.

The specifications can be seen at the NOCSAE web site.

www.nocsae.org

A clue about the standards is the shinguard should be about 9% of the height of the wearer. There will be 4- 6 size ranges, with specifications such as "For all players over 74 inches tall" or "For all players 60" to 66' tall."

The shinguard will have a visible tag with the size range. If the referee has a question, the player need only roll down the top of the sock.

Referees will be able to estimate their height relative to the players to determine what size range a player fits.

If a player appears to be the same height as a 5'10" official, the players shinguard should not say "for players between 60 and 66 inches tall". Such a player would not be allowed to play with those shinguards.

It is advisable that referees take a look at shinguards in sports stores to get a feel of the proper size.

Since players may remove a tag, referees need to be aware of the requirements. In case of a missing tag, it is in the Opinion of the Referee.

A team wants to wear Full 90 Headgear.

Are padded headbands made of soft material legal for field players?

RULING: Yes, as long as the product does not contain any hard or unyielding material. (4-2-3)

Substitutions - Penalty Kicks

SUBSTITUTIONS

A Team may sub on:

- Their Own Corner Kick*
- Their Own Throw In*
- After Any goal kick*

*If they have "Reported In" prior to the dead ball.

- After any goal is scored
- After any injury stoppage
- After any card has been issued.

If a player is injured, any subs who already reported in, and a replacement player may enter the field.

A player who receives a Caution MUST leave the field and may be subbed for. Subs who already reported in, and a replacement player may sub.

Team B may sub if Team A has a throw-in or *corner kick* and elects to sub, IF the sub for Team B has "Reported in" prior to the dead ball when Team A elected to sub.

If Team A has a throw in or corner kick and elects to not sub, Team B may not sub.

PENALTY KICKS

Penalty kicks are the one time the clock is stopped and there is no substitution opportunity, except, If a carded player or an injured player must leave the field, then that player can be subbed from the bench, players previously at the halfway line may sub. If the sub is for an injured goal keeper,

the new keeper may come from the bench.

If a sub comes on for the team taking the penalty kick, then that sub may not take the penalty kick.

If Goal Keeper is Disqualified at the taking of a penalty kick, then sub GK may enter the game but then another team mate must leave the field if the team is to play short.

If a player is sent off for one of the following, the team will NOT play short, allow a sub: 2nd Caution Excessive celebration.

What is so different about High School Soccer?

The High School game in the valley is very different from club soccer. It is more intense and requires the use of more and different skills than are used for the older age groups in club soccer.

For most officials, their prior experience is with teams where the players are grouped by age, no more than two years apart. For High School soccer, the age may span as much as 5 years within a team or between teams. This

means there is often a very wide difference in size and skill levels on the same field. This requires a significant degree of player management.

Also, many of these players, and their parents, look up these games as an opportunity to advance themselves towards a college scholarship. They enter the field with much more invested in the game than we might imagine.

Given that there is an impact based on send-offs, make sure you need to issue that Red Card. The high expectations and the possibility of a scholarship are why some parents go ballistic when a whistle blows or a card is displayed. They, too, have made a serious investment. Add hormones, school pride, and general teenager angst and you have high school soccer.

Uniforms and Badges

Any commercially made referee uniform is acceptable, since NFHS does not have a uniform requirement.

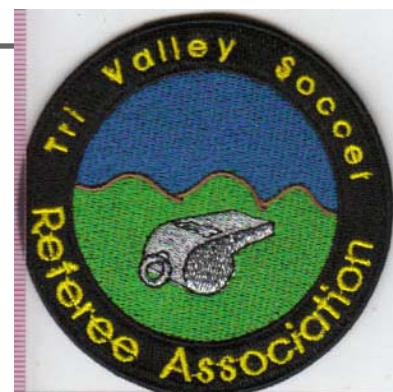
This includes the usage of all current USSF uniforms, NISOA, uniforms or the old all-black and fuschia uniform shirts.

NFHS does not define an alternate uniform, it does say the referee is to

change if there is a conflict with a team.

These games are not sanctioned by USSF and the use of USSF badges is not appropriate when officiating these matches.

The TVSRA badge, or any other local association badge is correct.



Health and Safety Issues

Secure all goal posts, they may be counter balanced. For artificial turf fields, your job is to determine that the goals can not fall forward.

No jewelry is allowed. This includes bands or ribbons worn for adornment or visible body piercings. Hair control devices are allowed, if necessary. Medical or religious bracelets must be taped to the body.

In all cases, any item which the referee deems unsafe is not allowed.

Standard Bleeding policy applies: Stop the game and get the player attended, not allowed back unless all bleeding is stopped. Uniforms with excessive blood need to be changed. Jersey Numbers are not an issue.

INJURY!

- 1- Evaluate
- 2- Stop time and restart with an IFK for the TEAM in possession at the stoppage.
- 3- If you determine a player is injured, subs are allowed. The player must leave the field. There is no requirement that a player be attended
- 4- Do not insist that an injured player be moved off the field just so the game can get on. The game may be completed on a different date if necessary
- 5- Move away from the injured player when they are attended.
- 6- Do not allow coaching when the player is being attended.

Medical Releases: 3 Kinds

1- Medical Release required

“Temporary or recent” casts or splints are allowed IF:

- a. Covered with a suitable protective covering.
 - b. Referee has seen a signed medical release which says the player may participate with the cast or splint.
- ### 2- Medical Release required
- when an apparently unconscious player wishes to return to play.
- a- Medical release signed by a doctor and surrender to the referee at the time.
 - b- Referee to retain the release.

Braces are allowed if properly padded and metal braces have commercial covering over the exposed metal.

3 - **Medical Release required** Face masks are allowed with certain provisions.

- 1) the face mask shall be molded to the face of the player, with no protrusions.
- 2) a Medical Release for the player signed by a MD/OD must be available at the field.

*Varsity games - 40 minutes halves
with 10 minute half time
JV - MVAL - 40 minutes
JV_ EBAL - 35 minutes
Frosh games - 35 minutes*

Level of Play

JV and Frosh matches are considered training matches. Apply all safety and playing rules. Other details, such as uniform color, may be waived. In some cases the fields are poorly marked, and the nets aren't much better.

Frosh teams are usually very easy to do, the idea is added playing time. JV games are a different issue. If there

is a Frosh team, the JV team, may have some Juniors on it.

With a large number of Sophomores, there are often more hormones than common sense. These are the games where a referee can practice and learn team management skills.

Where there is a Frosh team, the JV team will be stronger, bigger and more skilled than a JV team which comes from a school without a Frosh team. This means there can be more of an imbalance between those teams, again, requiring a larger degree of management.

New Start times and Locations for League Matches

EBAL

League matches

**VARSETY PLAY STARTS AT
5:45 PM**

**JUNIOR VARSITY PLAY
STARTS AT 4 PM**

**BOYS PLAY TUES/THUR
GIRLS PLAY WED/FRI**

Freshman teams

5:30 – TUESDAY - BOYS

**5:30 – WEDNESDAY - GIRLS
&**

11 AM SATURDAY – BOTH

MVAL

League matches

*American
Irvington
Mission San Jose
Washington*

**VARSETY MATCHES PLAY
AT TAK FUDENNA STADIUM
AT WASHINGTON HIGH**

**MATCHES WILL BE AT
3:30 – 5:30 – 7:30 PM**

*All other JV matches will be played at
the home school at 3:30 PM*

James Logan
**VARSETY - 6 PM
JV – 4 PM**

Newark Memorial
**VARSETY – 6:00
JV – 4:00 PM**

*Non league MVAL Varsity
matches might be played at the
home school.
Read your schedules closely for
location and start time.*

RULES CHANGES

*The USSF/FIFA Law dealing with throw-
ins and the 2 yards from the thrower do
NOT apply under NFHS rules.*

MVAL Teams

**American
Irvington
J F Kennedy
James Logan
Mission San Jose
Newark Memorial
Washington**

EBAL Teams

**Amador
California
Carondolet
De La Salle
Foothill
Granada
Livermore
Monte Vista
San Ramon**

The Rules changes to the right
are those in the NFHS Rule Book.

Be sure you understand the differ-
ence between Illegal equipment
and Improper equipment.

They require different procedure.

Remember, no cards for Im-
proper equipment.

Self Assign

The Self Assign process will allow you to select games that are open and which fit the profile of the kind of games you are normally assigned. The process allows you to select asset number of matches and then it will shut down. You can select more matches the following day. There are some things that limit

the games on your Self Assign screen. Once you are assigned to a game, you will not be allowed to self assign to games with either of the same teams for 8 days. Also, if a game is played at a site that is beyond the travel limits you set, that game will not be on your Self Assign screen.

The 8 day restriction is de-

signed to help with higher level games. For the lower level games, it is not an issue but the program will not let me set different limits for those games. If you have just done a game with a team, and an opening is on their next game, send me a note to see if I want to assign you to the match.

NFHS 2008-09 Soccer Rules Changes (Focus on Bold paragraphs)

1-1-1: The field of play shall be rectangular, 100 to 120 yards long and 55 to 80 yards wide. The following minimal dimensions are recommended:

- a. High Schools -110 yards by 65 yards;
- b. Junior High Schools - 100 yards by 55 yards.

4-3: Each head coach shall be responsible for ensuring that each of his/her players is properly and legally equipped. Add: PENALTY: Improperly Equipped Players (18-1-1-s)

Cautions will not be issued for improperly equipped player(s). Improperly equipped player(s) shall be instructed to leave the field of play when the ball next ceases to be in play. Play shall not be stopped for an infringement of this rule except that the referee may stop play immediately where there is a dangerous situation. In all situations, the removed player (s) may re-enter only after reporting to an official who shall be satisfied the player's equipment and uniform are in order. There shall be no replacement

until the next opportunity to substitute. However, the removed player may re-enter during the dead ball after reporting to an official who shall be satisfied the player's equipment and uniform are in order.

Illegally Equipped Players (18-1-1-r)

The head coach shall receive the first caution issued (yellow card) for an illegally equipped player(s). All subsequent cautions (yellow cards) issued for illegally equipped player(s) shall be issued directly to the player(s) and not to the head coach. Illegally equipped player(s) shall be instructed to leave the field of play when the ball next ceases to be in play. Play shall not be stopped for an infringement of this rule except that the referee may stop play immediately where there is a dangerous situation.

The removed player(s) who has not been cautioned may re-enter during a dead ball. Player(s) who have been cau-

tioned can only re-enter at the next legal substitution opportunity. There shall be no replacement for non-cautioned players until the next opportunity to substitute. In all situations, the removed player(s) may re-enter only after reporting to an official who shall be satisfied the player's equipment and uniform are in order. There shall be no replacement until the next opportunity to substitute. However, the removed player may re-enter during the dead ball after reporting to an official who shall be satisfied the player's equipment and uniform are in order. 5-2-2-d-2: Address good sportsmanship. 5-2-2-d-4 New: Inquire of each head coach whether each of his/her players is properly and legally equipped. Any questions regarding legality of a player's equipment shall be determined by the head referee, or the center referee in a game officiated using the double-dual system of officiating.

NFHS Major Editorial Changes 2008-09

14-1-6-b Situation: The ball is in play until its momentum has been spent, it goes out of bounds, or it is retouched by the kicker.

18-1-1-r: ILLEGALLY EQUIPPED - a player not wearing equipment required by rule or wearing

an item/items not allowed by rule.

18-1-1-s: IMPROPERLY EQUIPPED - a player wearing legal equipment that is being worn incorrectly or becomes illegal during play.

Rules Comparison:

The 2008-09 rules book will contain an updated comparison of the major differences among NFHS and NCAA rules and FIFA laws. **with officials.**

Time Keeping

EBAL League Rules call for time to be kept on the scoreboard clock. Some teams may vary from this Rule

- The home team coach will decide
- When agreed by both coaches, time can be kept on the field.
- The Time Keeper is to Start time when the ball is in play and stop on the signal from the Referee.
- Verbally announce 2 minutes remaining in a period
- While not mentioned, the Time Keeper should have a device to signal the end of time. When it sounds, the game is ended.

Time is stopped and signaled for:

- ⇒ Cards
- ⇒ Goals
- ⇒ Taking a Penalty Kick
- ⇒ Referee stoppage, including injury.

For EBAL League matches, prior to the match, confer with the home coach, if the coach says time is to be kept on the score board, do so.

If time is kept on a scoreboard -

- The time keeper is a member of the officiating crew and under the direction of the Referee.
- Talk to the time keeper prior to the match to assure both of you agree on the places when time is to be

stopped and started, and the signals used.



- Use prescribed signals for Start and Stop of play.
- Assign one AR to monitor the correctness of the scoreboard clock.
- If the errors are slight, the referee may choose to ignore them.
- If the errors are significant, either in the amount of time or in the place where the error occurs, the Referee need only advise BOTH coaches that time will be kept on the field.
- Do not do this for minor mistakes.
- For all Varsity matches, include information about Time keeping in all Match Reports, e.g., Time Kept on Field, Scoreboard clock used.
- Report all problems with Time keeping on the scoreboard to

TVSRA.

This should not be a big issue.

Coaches may agree that the referee is to keep time on the field, but you must ask them, and both must agree.

If the referee keeps time on the field:

- Announce the time remaining at 2 minutes
- **If the Referee decides to keep Running Time, don't mention "Added Time" or "Extra Time" as these are not part of the HS format of time keeping.**
- Time is NOT added for substitutions or any other reason.
- DO NOT MENTION INJURY TIME, ADDED TIME, or STOPPAGE TIME. There is no provision for this under NFHS Rules
- If you are adding time, tell them how much as soon as possible.
- If a coach is killing time by excessive substitutions, the referee may add time.

*For all MVAL matches,
for all tournaments,
time is kept on the field by the
referee.*

A Letter from the EBAL Commissioner about Time Keeping

For EBAL varsity soccer games:

The athletic directors wanted me to remind you of the EBAL Bylaw that states if a school has a visible timing device, scoreboard, and a qualified time keeper, determined by the home team, the the time for the entire game will be kept on that visible timing device. If the schoold does not have the

visible timing device or a qualified time keeper the time will be kept on the field by the head referee. 11/04/04

If a school has both a visible timing device and qualified time keeper, the coach of the home team must introduce the timer to the head referee and the opposing coach to review the signals to be used to stop play.

Please inform your referees on this

EBAL Bylaw, since it may be different than other leagues.

If the home team does not have the timing device or time keeper then the time will not be kept on the scoreboard.

/s/ Don Nelson
EBAL Commissioner"

Availability

When I start to assign the regular season, part of that assigning is done by computer and the decisions are based on the availability which you have entered in the web site. If you have not entered times and dates, the computer will assume you are always available.

Please use the Calendar to set your availability. You can block whole days or part days, you can block certain days of the week, in addition to blocking specific dates.

If you availability changes, make adjustments on the web site and I will see them when I am looking for referees for Open games, after all the games are assigned. It also means I won't bother you if you have blocked a date.

The Travel Limits help sort out your ability to reach a given game site in time for a match. You will have set a time under the Calendar but the travel is set

under Travel Limits. You can set the travel by **entering the ZIP Code of where you are working** on those dates when you are not coming from home. The program assumes that you will travel at 55 mph and need to get to the game at least 30 minutes prior to a match.

To assure that you will not be assigned to matches which you can not make, please up date your availability.

Match Reports

Match Reports are required for all matches to assure correct payment.

To fill a Match Report, go to the web site and select SCHEDULE.

Once your schedule is on screen, you can see your matches for the current date and all future dates. If you are filling out a Match Report for a match that happened earlier, check off "Show All".

Click on the red "R" for your match and the match report will open up. If you type in the comments area, the "R" will turn yellow and it

Keep your Availability current, as it changes, change the information on the web site.

Make sure your cell numbers are correct.

will prompt me to review the report.

Make sure that all cautions and send-offs are listed on the Match Report, with the name and number of the player.

The first official listed on your game in **Bold** is responsible for filing the Match Report. If you are an AR, you can see the Match Report that is filed but you do not enter information. You will see the status of the Match Report, also.

RED – not filed

Yellow – Review

Green – Verified

Doing the Dual

Here it comes, the assignor has put you on a game and says, "Do a Dual", whatever that is.

Here are some clues to help survive doing dual for the first time or with a partner who has never done a dual.

Keep this in mind, all of those signals in the HS Rule book, they are not for the teams or the fans, they are to help you communicate with your partner. Use the signals and put them out there so your partner has a clue what you are doing. As the partner, mirror all signals.

Here is a big one – if you stop play and are going to restart play, **DO NOT DO SO UNTIL** you have made eye contact with your partner.

This one will keeps some ugly problems from popping up. If both of you blow the whistle at the same time, the official near the ball is to signal the direction of the restart. I know you saw it differently but your partner is on the ball and everyone is looking at your partner, don't make a scene over a difference in opinion. Suck it up, and signal the same direction as your partner, even if you really believe that it is going the wrong way.

Positioning – get away from the touchline, get close to the players so they see you. You will have plenty of time to make those long distance calls but don't trap yourself on the touchline, as little happens there.

On Corners at the other end, move near

the top of the PA to help with coverage. At your end, you belong on the goal line.

Generally, the official receiving the ball on a play should signal the restart. If you have subs on your touchline and the ball is on the other side, your partner should restart play. There are exceptions but that is a place to start.

Decide who is to keep time before the match starts.

Watching OS can be an issue but take a risk occasionally and let that winger get behind you so you can see what is happening up field. Venture into the middle as the game allows. Get away from that touch line. Maintain eye contact with your partner.

More Differences:

A yellow card followed by a red card is issued for:

a-2nd yellow card

b-Excessive celebration

TEAMS MAY SUB for these infractions if they have reported.

NOTE: Taunting is a direct send off, no subs allowed.

Subs entering the field to participate in an altercation are disqualified. (Let the coach come on to help you, forget his entry problems.)

If you are the AR on the bench side and an altercation breaks out, move to the bench, control entry and then get to the field and help with names and numbers.

Coaches are to supply a roster 5 min-

utes before a match. (Coach may add a name at any time.)

Cards may be shown to coaches and bench personnel.

Do NOT send a disqualified player away from the supervision of the coach.

If a coach is disqualified, only another member of the coaching staff, (JV coach is OK) or a credentialed teacher may take over the team. Without them, the game is terminated.

If you issue a card, and if the coach wants to know why, you must respond. Tell the coach what the misconduct was, don't get into a discussion. ("Caution was for dissent. Or

Caution was for USB – a cleats up tackle".), then move on and out of the way, avoid any discussion.

Captain has the right to ask a question but you decide the time and place.

Your jurisdiction begins 15 minutes prior to the match and ends when you and leave the area. If there are off field issues, away from the field, report them to me. **DO NOT REMAIN AT THE FIELD.** Leave immediately.

Use intuitive hand signals, pushing, holding, handling, etc.. **You must signal when you start and stop the clock.**

If a thrown-in fails to enter the field it goes to the other team.

NISOA

Membership in TVSRA includes membership in Interscholastic Division of National Intercollegiate Soccer Officials Association which supplies Insurance (Jan through December). Members from last year are covered through the end of the year.

New members and continuing members will be (re) enrolled in the Interscholastic Division of NISOA starting January 2006

You will receive information from NISOA throughout the year. TVSRA will take care of dues.

Confirming Games

With the start of the soccer season, the rainy season comes right behind it. It is always possible for a game to be canceled due to rain or prior field conditions. In particular, if it rains, you need to confirm MVAL JV games since most are on grass.

It is the responsibility of referee to confirm that a match is to be played if there is a question due to weather. There is a list of phone numbers on both web sites.

If the game has a 3:30 pr 3:45 start, the school will usually know by noon because the other school has to deal with a bus rental.

With the increase in number of all-weather fields, weather will not shut down a field for more than one day.

Most MVAL schools try to play no matter what the field conditions are. If the game site is at Mission,, it is best to call if any game was canceled due to rain in the prior 3 days.

For weekend matches, I will probably be your only contact. Again, if I know, I will try to get the information to you. A rainout game will appear blue on your schedule. I will try to keep the site up to date as soon as possible.

www.tvsra.org
www.thearbiter.net

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