





Set Up -Audio Check-



By John Kipp, Certified OHSAA Instructor and Registered Referee Edited by Don Muenz, OHSAA Dir. of Soccer Off. Dev.



VERY SPECIAL THANKS

TO

INSTRUCTOR AND REFEREE, JOHN KIPP, WHO AUTHORED AN OUTSTANDING PRESENTATION ON WHICH TO BUILD







PLEASE PUT CELL PHONES ON STUN!

10/16/2016

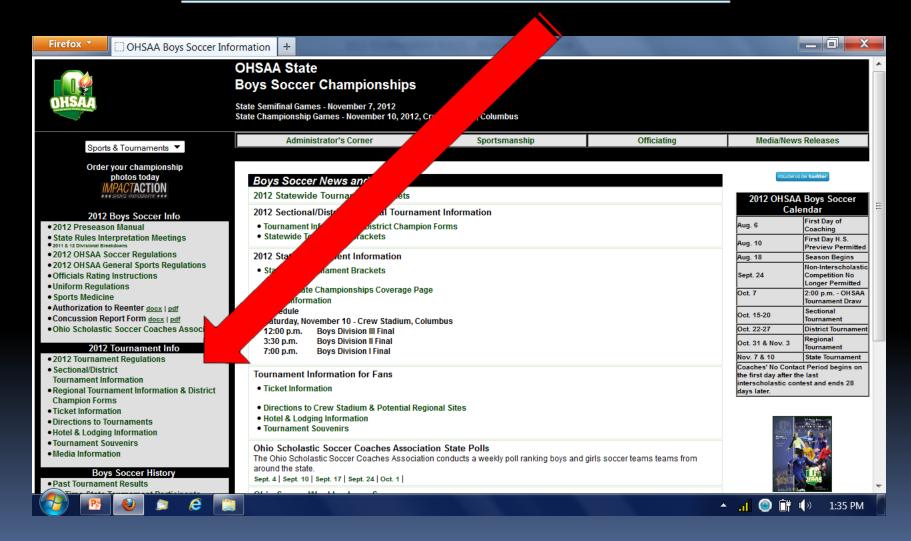


2016 Boys' & Girls' Soccer Tournament Regulations





Rules Published on OHSAA Website







Game Regulations

A team fails to appear or is not ready to play within 30 minutes of scheduled start time:

- OFFICIALS DO NOT ENFORCE THIS!
- District Board Decides: Sectional & District
 Contact Tournament Mgr.
- OHSAA Decides: Regional & State
 Regional/State: Site Mgr. Contacts OHSAA





Game Regulations & Management

NFHS Rules and OHSAA Tournament Regs used in all Games – Please!

Page 88 NFHS Rule Book – Watch OHIO Differences!

10/16/2016

IF 6-GOAL DIFFERENTIAL AT HALF OR IN SECOND HALF:

CLOCK RUNS CONTINUOUSLY UNLESS:
UNUSUAL DELAY DEEMED NECESSARY
BY OFFCIALS or
GOAL DIFFERENTIAL LESS THAN 6



NEW MERCY RULE

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NEW MERCY RULE

RULE DOES NOT APPLY DURING FIRST HALF

- •SCORE IS 6-0 AT END OF FIRST HALF
- •SECOND HALF STARTS WITH "RUNNING CLOCK"
- •DIFFERENTIAL BECOMES ONLY 5, BACK
 TO NORMAL TIMING PROCEDURES





Game Management

1. PREGAME





NEW TERM FOR 2016: "TOUCHLINE OFFICIAL"

FORMERLY: "FOURTH OFFICIAL"

DUTIES NOW SPECIFIED





- TOUCHLINE OFFICIAL: REGIONAL & STATE PLAY
- ONE FOR EACH SIDE WITH A TEAM AREA
- ACT & DRESS THE PART
- ARRIVE FOR ALL PREMATCH INSPECTION & DISCUSSION





- AT TABLE IN OFFICIAL AREA, USUALLY
- SIGNAL SUBS WITH HORN CANNOT USE WHISTLE
- KEEP ALL BACKUP RECORDS
- SUB / PLAYER / BLOOD RULE
 INSPECTIONS: PREMATCH





- GRAHAM POLL DUTIES
- VIOLENCE WATCH
- MANAGE BENCH DECORUM
- USE LEAST-INSTRUSIVE MEANS
- USE COACHES TO ASSIST
- WHATEVER H.R.NEEDS, TOO





WHEN NEEDED TO REF, CREW DETERMINES POSITIONS

• WHERE ABLE: INCAPACITATED SERVES AS TOUCHLINE OFFICIAL

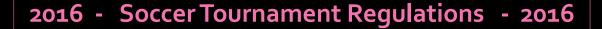




<u>Game Management – Officials Protocols</u>

Arrival / Uniforms / Demeanor:

- Call and/or email your crew to confirm date, time and location
- We strongly suggest arrival at least 1 hour beforehand
- Wear only approved uniforms
- Remember where you are and whom you represent remain calm and confident
- Watch what you say
- "Silence cannot be misquoted." --Soccertes







Game Management

Warm-up Timing / Pre- Match:

- Both teams <u>guaranteed</u> a minimum of 30 minutes of <u>uninterrupted</u> warm-up time
- Can access field one hour prior to kickoff (presuming no previous match)
- 30-minute clock starts 40 minutes prior to kickoff – guarantees 30-minute warm-up
- Remaining 10 minutes for talk w/ Captains, w/Head Coach, coin toss, intro's, anthem.





SAMPLE PREMATCH SCHEDULE

6:00 pm	Teams permitted to take the field.
6:20 pm	30-Minute clock starts
6:20 pm	Guaranteed 30 Minutes of uninterrupted warm-up begins
6:50 pm	Uninterrupted warm-up time is concluded
6:50 pm	Pre-Match Sportsmanship Talk
	Coin Toss
	Pre-Game Introductions
	National Anthem
7:00 pm	Kickoff

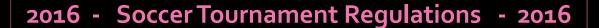




Match Management – Team Rosters

Limited Roster:

- Only 22 players in uniform may be on the roster for post-season play
- If more than 22, this must be corrected at once do not start the game
- Failure to comply with correction request SHALL result in forfeiture by OHSAA







SITE MANAGER'S DUTIES:

- NUMBER OF BENCH PERSONNEL = 29
- OFFICIALS' JOB IS 22 PLAYERS DRESSED AND ON THE ROSTER
- ANYONE IN TEAM AREA MUST BE ON THE ROSTER, PLAYER OR NON-PLAYER!
- SUSPENDED PLAYERS NOT ALLOWED ON FIELD, BUT IN TEAM AREA



ALL ARE SITE MANAGER'S DUTIES:

- CHEERLEADERS, MASCOTS & THEIR ACTIVITIES
- PEP BANDS
- AIR HORNS OR NOISEMAKERS
- PEOPLE VIDEO-TAPING THE MATCH
- CROWD CONTROL, GENERALLY
- PASSES FOR TEAM PERSONNEL & PLAYERS
- BANNERS & SIGNS





HEAD REFEREE GETS INVOLVED WITH CROWD CONTROL ONLY FOR:

- OBSCENITIES TO PLAYERS, COACHES OR REFEREES
- CROWD ENCROACHMENT
- THINGS THAT AFFECT THE MATCH

HEAD REFEREE REFERS TO SITE MGR.





ADDITIONAL GAME REGULATIONS

Other Items:

- Placement of team benches: within reason and adaptable by the facility; please follow the rules regarding placement
- Arrive at your match early (1 hour) so you can fix any problems before they interfere!
- PLEASE leave immediately when the match is over; have a "safe zone" to go to!





ADDITIONAL GAME REGULATIONS

Other Items:

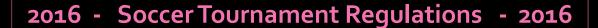
- Ball Persons: 3 from each team
- Balls: 3 from <u>each</u> <u>team</u> during Sectional and District levels
- Live video to a scoreboard is legal; but no replays of controversial plays are allowed. (Pg. 16 – PSG-Coaches)





<u>Game Management – Tie Procedures</u>

2. Tie Procedures







Game Management – Tie Procedures

OHSAA Adopted in 2004:

- Only applies if the score is tied at the end of regulation time (2 Halves of 40 minutes)
- 5 Minutes put on game clock to allow both teams time to confer with their particular coaches
- Head Referee instructs both teams concerning next procedures: Captains and Coaches





Game Management – Tie Procedures

Coin Toss:

- A coin toss shall be held as in the regular season
- Team winning the toss has <u>choice</u> of goal to defend or to kick off first -Rule 5.2.2(d)(3)

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Game Management – Tie Procedures

Overtime Period(s):

- Teams will play a 15-min.
 - SUDDEN VICTORY overtime
- If a team scores, it is over!
- If neither team scores, teams will play a SECOND 15-min. <u>SUDDEN VICTORY</u> overtime period







Game Management – Tie Procedures

General Overtime Procedures:

- If a 2nd overtime is necessary, there shall be a two-minute interval on the clock between overtime periods
- To start the 2nd overtime, the teams shall change ends of the field & alternate the kickoff





Game Management – Shootout

3) Shootout

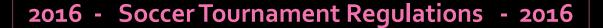




Game Management – Shootout

Setup for Shootout:

- If noone scores after two full 15minute overtimes have been played
- 2 minutes put on the game clock
- Officials, Coaches and Captains meet at the halfway line to review the procedure







Game Management – Shootout

Shootout Procedures:

- Head Referee chooses goal*
- Per NF 1.6, spectators shall be confined to areas at least 10 feet from the touchline, team/official area AND goal line
- NOONE shall be permitted directly behind the goal <u>unless</u> in bleachers!





Game Management – Shootout

Shootout Procedures:

- Coin toss: winner may <u>choose</u> to kick 1st or 2nd – please do not forget they HAVE a choice!
- VISITORS call ALL coin tosses!
- Coach submits list of 5 kickers by name, jersey number and sequence of kickers
- Once submitted, only substitution is for injury or misconduct issue





Game Management – Shootout

Shootout Procedures:

- Repeat: Coach submits list of 5 kickers by name, jersey number and sequence of kickers
- It is important to GET NAMES <u>AND</u> NUMBERS - what happens if you have twins or siblings playing?



Game Management – Shootout

Shootout Procedures:

- Identified kickers are in the center circle
- Use the front half for current set
- Coaches, non-kickers and other bench personnel are to remain on halfway line outside of center circle.
- Home on halfway line nearer their bench
- Visitors on halfway line further from their bench









<u>Game Management – Shootout</u>

Referee's Whistle



Is Required

For Each Kick!





Game Management – Shootout

Shootout Procedures:

- Teams alternate kickers
- The ball may only be kicked <u>once</u> no follow-up is permitted
- The ball remains "live" until its momentum is spent, it goes out-ofbounds or it is re-touched by the kicker

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Game Management – Shootout

- Approach to the kick must not be interrupted.
- No stutter-step is allowed.
- No stopping permitted.



Game Management – Shootout

Shootout Procedures:

- In essence normally, the kick should proceed and then you decide, based upon the result (SEE CHART P. 65.)
- BUT, IF PK IS NOT KICKED FORWARD, IT IS OVER, UNLESS GK INFRINGES





Game Management – Shootout

Shootout Procedures:

- The defending team may change goalkeepers prior to each kick
- The initial set <u>requires</u> a maximum of 5 kicks per team, unless mathematically eliminated before five kicks are taken
- The team scoring the greater number of goals shall be declared the winner





Game Management – Shootout

Shootout Procedures:

Where a team has taken fewer than 5 kicks and has <u>already scored</u> a greater number of goals than their opponent can score if all of their 5 kicks were taken,

the shootout is terminated and the winner is the team which has already scored the greater number of goals.





PENALTY KICK SHOOTOUT - EXAMPLES

Sample Progression 1st Five:

SCORES!

SCORES!

SCORES!

SCORES!

Winner!

MISSES!

SCORES!

SCORES!

MISSES!





Game Management – Shootout

Eligible Players:

- Players eligible to participate include the goalkeeper and ANY players, on or off the field, who are on the roster
- Players not eligible to participate are those who have been disqualified or ejected during the game, including 2nd Yellow Card = Red.





Game Management – SHOOTOUT ROTATION

Step	Set of Kicks	Available Players	Status
1	1 st set of 5	All ELIGIBLE Players	5 per team – all 10 may kick
2	2 nd set of 5	All eligible Players EXCEPT those that kicked in 1st set.	Sudden Victory
3	3 rd set of 5	ALL ELIGIBLE PLAYERS	Sudden Victory
4	4 th set of 5	All eligible except those who kicked in the immediately preceding set.	Sudden Victory





LIMITED "REDUCE TO EQUATE" NEW FOR 2016

- USED FOR EVEN-NUMBERED
 SETS OF KICKERS ONLY
- TEAM WITH 5 DIFFERENT KICKERS REDUCES TO SAME NUMBER OF KICKERS AS TEAM THAT IS SHORT OF 5 KICKERS





Game Management – Misconduct

4. MISCONDUCT





Misconduct Procedures – SHOOTOUT

Shootout--Cautioned Players:

- Most often applies to a player who commits Misconduct within the taking of the Penalty Kick;
- Do everything in your power to attempt to avoid having to give a yellow card – warn, verbal chew ANYTHING





HOW MISCONDUCT WORKS.....

- 1. IF GOALKEEPER COMMITS
 MISCONDUCT AS GOALKEEPER,
 PENALTY IS RESTRICTED TO THAT
 FOR A GOALKEEPER
- 2. IF GOALKEEPER COMMITS
 MISCONDUCT AS KICKER,
 PENALTY IS RESTRICTED TO THAT
 FOR A KICKER





EXAMPLE....

GK TAKES PENALTY KICK & COMMITS MISCONDUCT NO PENALTY IMPOSED ON RIGHT TO PLAY GK, ONLY ON RIGHT TO KICK



EXAMPLE....

WHERE GOALKEEPER COMMITS MISCONDUCT AS A GOALKEEPER, CAN STILL KICK



EXAMPLE....

GOALKEEPER WOULD BE ABLE TO PLAY GOALKEEPER, THOUGH GK COMMITTED MISCONDUCT AS A KICKER

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<u>Misconduct Procedures – SHOOTOUT</u>

Misconduct During Kicks:











Player "X" is Cautioned BEFORE taking her kick.

Player "X" is not eligible to kick until the next set of 5 kicks (6th)

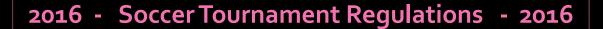
Another eligible player must take "X's" original turn.



Misconduct Procedures – SHOOTOUT

Cautioned Players - Another Example

- One of the 5 players listed to take a kick is cautioned <u>AFTER</u> he/she takes the kick
- THAT PLAYER is not eligible to kick again that player has missed a set of kicks for which that player would otherwise be eleigible.







<u>Misconduct Procedures – SHOOTOUT</u>

Misconduct During Kicks

Player "X" is Cautioned for saying "Shik"

AFTER taking her kick in first set

Player "X" is not eligible to kick again until the set beginning with the 16th kick.





Misconduct Procedures – SHOOTOUT

Misconduct by the Goalkeeper as GK

- Cautioned during any set of kicks, GK cannot reenter as GK, until the next opponent completes a kick
- The cautioned Goalkeeper must be substituted for by any eligible player on that team's roster





Misconduct Procedures – SHOOTOUT

Disqualification During Kicks

- Any player, including the goalkeeper, who is DISQUALIFIED may not participate any further, but may replace
- If his or her kick is not already completed, a replacement is permitted



ADDITIONAL GAME REGULATIONS

5) INTERRUPTED TOURNAMT GAMES





OHSAA SPORTS REGULATION #20

Weather Issues:

- You WILL follow the letter of OHSAA Lightning & Inclement Weather Reg., regarding lightning and thunder
- Upon the first indication of a "problem" the official SHALL suspend the competition for 30 minutes and will not resume until no, nada, niente, nihil, zero, zip, zilch, lightning or thunder occurs again for a full 30 minutes





ALWAYS ERR ON SIDE OF SAFETY

IF lightning detector sounds the alarm before thunder is heard or lightning is seen, suspend play immediately.

IF lightning detector has sounded the alarm, play cannot be resumed until the later of the thirty-minute clock's expiring without additional thunder and/or lighting, and lightning detector sounds the all clear.





ADDITIONAL GAME REGULATIONS

Interrupted Games:

- Will continue from the point of interruption
 - Any ejected player or coach cannot participate in the resumed game
- Teams playing short, will continue to play short
- Rule 7-1-3 (½ = Complete) is not in effect. A match that cannot be completed that day must be "picked up" from the point of interruption





ADDITIONAL GAME REGULATIONS

Interrupted Games:

If you cannot continue to completion it is VERY important to record:

- 1. Time of and reason for, stoppage
- 2. Who kicked off & defended which goal
- 3. Location & type of restart
- 4. Score at stoppage
- 5. Any Misconduct cards give complete info to Game Assigner that night
- If regional or state, site mgr. will notify OHSAA





ADDITIONAL GAME REGULATIONS







REFEREE CREWS

Lastly, let's all look the part:







QUESTIONS – WHAT DID WE MISS?



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HAVE FUN!