

AYSO Area 1C Referee Points of Emphasis 19U and 16U Upper Division Play

Fall Season

- 1. These Points of Emphasis (POE) <u>do not</u> supersede the Area 1C Rules and Regulations. They are intended only to summarize and condense those rules for Upper Division Referees. Please call the Area Referee Administrator (ARA, Scott Davis, 714/493-1278) with any questions.
- 2. Any individual acting as a Referee or Assistant Referee is <u>required</u> to have a current AYSO Volunteer Registration (MY2023), Safe Haven (2012 or later), Concussion Awareness Training, Sudden Cardiac Arrest Training, LiveScan and SafeSport certifications on file with AYSO National. NO EXCEPTIONS.
- 3. Assignments to Upper Division games will be issued through the CGI software program (https://cgisports.com/ref/6017/). See separate instructions for Assigning Procedures.
- 4. Rule references refer to the Area 1C Combined Program Rules and Regulations.

Pre-game Guidelines

- 5. The team listed first on the schedule <u>is</u> the home team, regardless of the "Host Region". The home team shall occupy the <u>north</u> or <u>west</u> side of the field, while the visiting team shall occupy the south or east side of the field. Referees may make exceptions to this rule but must report the exception in CGI along with the reason. Coach request is <u>not</u> a valid reason. (Rule 12)
- Spectators should occupy the same side of the field as the players, between the Penalty Areas and <u>at</u> <u>least 10-feet behind the touchline</u>. Certain fields do not have seating or space to accommodate this guideline, so Referees must use best judgment in enforcing this. If bleachers or grandstands are available, they <u>must</u> be used. <u>No one shall be behind the goal line</u>. (Rule 12)
- 7. Home teams must have alternate jerseys or vests available in the event of a uniform conflict. Home team provides two balls and visitors provide one. (Rules 12 and 13)
- 8. Each team shall present a completed Lineup Card with <u>every team member's</u> full name and number. Make sure the Lineup cards are fully filled out. Coaches printing their own lineup cards should match this instruction. Game envelopes are not required in this program. (Rules 15c and 15c)
- 9. Each team shall present ID cards for the coach, assistant coach, and every player and substitute. Acceptable Picture ID cards must be <u>laminated</u>, signed by the Regional Commissioner, with a <u>current</u>, <u>age appropriate photograph</u> attached. Any player, substitute, coach or assistant coach who does not submit a Picture ID card that complies with these rules shall not participate in that game. This applies to <u>every</u> game, first to last. The sole exception is if you get word from either the Area Director or the Area Coordinator (Peter Smock, 626/733-3014) that the person does not need an ID card for that game only---NO EXCEPTIONS. (Rule 15d)
- 10. Check-in is best accomplished with 2 people; 1 checking the ID cards, pictures, birthdates, etc., and the other checking the Lineup card. Both should be checking for proper uniform, shoes, shin guards, socks over, no jewelry, etc. Uniforms should meet AYSO requirements. At a minimum, shirts must match and be uniquely numbered. (Rule 13)
- 11. The Referee Team shall retain the Photo ID cards of all players <u>and coaches</u> until the conclusion of the game. (Rule 15d)
- 12. A 10 minute grace period is permitted for getting the <u>minimum</u> number of players present. It is not meant to allow a team to achieve full strength prior to starting. Start the game <u>as soon as</u> the minimum numbers are on the field, ready to play. (Rule 15f)
- 13. If a game cannot be played due to insufficient players, lack of IDs, lack of Authorized coach, etc., inform both coaches. In such a case, the entire Referee Team shall leave the field. Referees are <u>not</u> authorized to referee a "friendly/scrimmage" game. NO EXCEPTIONS. (Rule 18f)

Game Conduct

- 14. FIFA rules apply. 3-person Referee Team --- NO EXCEPTIONS. (Rule 18a)
- 15. Normal substitution is on the eighths, i.e. approximately every 11 minutes in 19U and every 10 minutes in 16U. ARs can help to have substitutes going in ready before the whistle. Best way is to have <u>all</u> players and substitutes who will be out for the next eighth (including those that were also out for the preceding eighth) come to the touchline and face the field. The AR then walks behind and notes the numbers on the Lineup card. Injury substitutions can occur at any time. Coaches have specifically asked for referees to expedite this process. (Rule 16)
- 16. Every player should play one half of the game. No reduction of this requirement is allowed for players who arrive late. Report discrepancies on CGI and on the Lineup Card. (Rule 17)
- 17. Only the Head coach and Assistant coaches with valid ID cards are permitted in the technical area. (Rule 15d)
- If a <u>Head coach or Assistant Coach</u> is sent off during the game, the game is terminated immediately -NO EXCEPTIONS. The Referee should <u>telephone</u> the ARA as soon as possible to report the incident. In addition, the Referee and both Assistant Referees should submit a Misconduct Report within 24-hours. (Rules 19d and 18d(2))

Post-game Guidelines

- 19. Conduct a post-game handshake. If a coach asks to skip the handshake out of concern for potential incidents between the teams, the referee should honor that request.
- 20. Retain the ID card of any coach, assistant coach, or player or substitute who was Sent Off. (Rule 15k)
- 21. It is the coach's responsibility to retrieve the rest of the ID cards from the Referee Team. Nevertheless, <u>help them out.</u> Make sure all Photo ID cards are returned. (Rule 15d)
- 22. Fill out the Lineup Cards <u>completely</u>, noting the final score, any misconduct, injuries, spectator misbehavior, ID card issues, and/or referee absences. Lineup cards will be needed to make your CGI report. Mail any retained ID cards to the Area Coordinator within 24-hours. (Rules 15k and 18d).

Address: Peter Smock, 393 Auburn Lane, Sierra Madre, CA 91024.

- 23. Submit your report on CGI <u>within 24-hours</u> of the game. Indicate the winner, score, any misconduct (both red <u>and</u> yellow cards) and any injuries you are aware of. CGI reports of Misconduct should indicate the time, player number, name, and the nature of the misconduct. (Rule 18f)
 - Good example: "60', Pasadena #15, Betsy Ross, cautioned for USB, reckless tackle"
 - Bad example: "cautioned #15" or "cautioned Betsy Ross"
- 24. Fully flatten the lineup cards and take pictures of both sides of both cards, <u>even if blank</u>. ARs should take pictures as backup. Put all pictures in a single email with the heading "date, time, field", and send <u>one</u> email (not text) to UDlineupcards@ayso1c.org. Referees retain the lineup cards for the duration of the season (December) in case of questions. Illegible photos or failure to submit the email may result in no referee point being awarded.
- 25. Report any player or substitute send-off, coach or assistant coach issue, or spectator issue using the electronic Misconduct Report form available on the Area 1C website within 24-hours. Your report will be used to enforce appropriate sanctions that can affect team standings. Report serious injury using the electronic Injury Report form available on the Area 1C website.
- 26. Coaches are <u>required</u> to submit a Send Off Report within 24 hours for any send off or expulsion incident (player, coach, or spectator) that occurs in the game.
- 27. Coaches or spectators may provide constructive feedback to referees using the Referee Feedback form available on the Area 1C website.