

**COMMONWEALTH SOCCER OFFICIALS  
ASSOCIATION, INC.  
(Spring 2019)**

Please use this as a supplement to the 2019 Points of Emphasis found on the Web Site ([www.csoaref.org](http://www.csoaref.org))  
**2018-2019 NFHS RULE CHANGES**

- 4-1-1a, b a. The home team shall wear dark jerseys and socks (**dark is defined as any color which contrasts with white**)(socks need to be dark, but do not have to match color of jerseys), and the **visiting team shall wear solid white jerseys and solid white socks**. If tape or a similar material (stays/ straps) is applied externally to the socks, it must be of similar color as that part of the sock to which it is applied.
- 4-1-1d, e d. If visible apparel is worn under the jersey and/or shorts, it shall be of **similar length for an individual** and a **solid liked-color for the team**.
- 4-2-10 In addition to the above permitted uses, state associations may on an individual basis permit a player to participate while wearing a head covering if it meets the following criteria:
1. For **medical or cosmetic reasons** – In the event a participant is required by a licensed medical physician to cover his/her head with a covering or wrap, **the physician's statement is required**. **Note – This does not apply to concussion protective headgear**.
  2. **For religious reasons** – In the event there is documented evidence provided to the state association that a participant may not expose his/her uncovered head, the state association may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way it is highly unlikely to come off during play. **Note: Ask the coach if the religious covering has been approved by the school – no note required**
- 8-1-2 At the moment of the kickoff, all players, **except the player taking the kickoff**, shall be in their team's half of the field. Players opposing the kicker shall be at least 10 yards from the ball until it is kicked.
- 11-1-4 A Player is offside and penalized if, at the time the ball touches or is played by a teammate, the player, in an offside position, becomes involved in active play by:
- a. interfering with play or with an opponent or;
  - b. seeks to gain an advantage by being in that position.
- A player in an offside position receiving the ball from an opponent, **who deliberately plays the ball (except from a deliberate save)**, is not considered to have gained an advantage.
- Indirect free kick at the spot of the infraction
- 12-8-1f, 15 (NEW) 1. A player, coach or bench personnel shall be **cautioned (yellow card)** for:
- f. unsporting conduct, including, but not limited to:
    15. A player who commits an offense against an opponent within his/her team penalty area which denies an opponent an obvious goal-scoring opportunity and **the referee awards a penalty kick**, if the offense was an attempt to play the ball.
- 12-8-2d3,4 (NEW) 2. A player, coach or bench personnel shall be disqualified (red card) for:
- d. committing serious foul play:
  3. a player commits a foul, **outside** the penalty area, attempting to deny an obvious goal-scoring opportunity, and the goal is not scored; or
  4. a player commits a foul, **inside** the penalty area, while not attempting to play the ball, and the goal is not scored.
- 13-2-1j (NEW) ART. 1 . . . Direct free kicks are awarded and taken from the point of the infraction (Except as in 13-1-3
- j. if a player, coach, or bench personnel enters or leaves the field of play without the permission interferes with play or an official (12-8-1)

13-2-3 ART. 3 . . . The following indirect free kicks are taken from where the ball was when the referee stopped play:

(Subject to restrictions in 13-1-3 and 13-1-4.)

a. if a player, coach or bench personnel enters or leaves the field of play without permission of an official and does not interfere with play or an official (12-8-1);

18-1-g (NEW) A deliberate act is one in which a player chooses to act, regardless of the outcome of that action. The deliberate act is neither reaction nor reflex. A deliberate action may result in the opponent benefiting from the action (e.g., a deliberate, but misplayed ball that goes directly to an opponent). A reaction or reflex may result in that player benefiting from the action (e.g., a ball inadvertently contacting the arm and falling directly to the player's feet). **Rationale:** This definition provides guidance for interpretation of rules that contain the word deliberate or phrase deliberate act.

### **NFHS POINTS OF EMPHASIS 2019**

**1. Denying an Obvious Goal Scoring Opportunity:** The penalty associated with a player who denies an obvious goal scoring opportunity has been amended. In an effort to make the penalty better fit the infraction, now when a player commits an offense against an opponent within their own penalty area which denies an obvious goal scoring opportunity and the referee awards a penalty kick, the offender is cautioned if the offense was an attempt to play the ball. Formerly, this player was disqualified, and penalty kick was awarded. In circumstances where there was no attempt to play the ball, the player is still disqualified.

In evaluating whether there has been an obvious goal scoring opportunity, officials are encouraged to consider the following:

- Distance between the offense and the goal (the offense must be near the goal)
- General direction of play (the attacking players are generally headed towards the goal)
- Likelihood of keeping or gaining control of the ball (the player must have or be able to get control of the ball in order to score)
- Location and number of defenders (not more than one defender between the attacking player and the goal, not counting the player that committed the foul and the defenders must be able to challenge the attacking player)

If any of the above considerations are missing, it is not an obvious goal scoring opportunity.

**2. Excessive Player Substitutions:** Concern has been expressed in situations where teams make excessive substitutions towards the end of a game in an effort to waste time. According to Rule 3-6, a referee has the discretion to stop the clock during the substitution so that this time is not lost. Further, the referee may consider this unsporting conduct and a caution may be issued to the coach of the offending team.

**3. Referee Mechanics for Indirect Free Kicks:** When a team is awarded a free kick, it is important that the referee correctly utilize the NFHS Official Soccer Signals and properly signal so the teams know whether the kick is direct or indirect. This is especially important if the free kick is near the opponent's goal. For an indirect free kick, the referee must raise one arm vertically and maintain that position until the ball is touched by a second player. It is critical players know what type of free kick is occurring so the team taking the kick can properly execute the kick and the team defending know whether a goal may be scored directly from the kick. For indirect free kicks, if the ball enters the goal directly from the kick, the restart is a goal kick.

## CSOA POE

- **RISK MINIMIZATION (HANDLING CONCUSSIONS)** - Concussions are of increasing concern and need to be dealt with immediately. If a player may be injured due to any type of blow to head, **STOP THE GAME IMMEDIATELY**, and get the trainer on the field. Only let the player back into the game if the player is cleared by the trainer. Make sure that **THE TRAINER PERSONNALLY VERIFIES THE PLAYER'S ABILITY TO RETURN TO THE GAME TO THE REFEREE TEAM. IF THE TRAINER SAYS THE PLAYER MAY HAVE SUFFERED A CONCUSSION THEN THEY CANNOT PLAY W/O DOCTOR'S PERMISSION.** Note – Schools are required to have a concussion management policy which sets forth conditions for handling concussions and assigns responsibility on which school official(s) (trainer or doctor) have the authority to clear a player suspected of a possible concussion to return to play during that match.
- **REFEREE COMMUNICATION AND TEAMWORK** – Active and effective communication among referees and with coaches, team captains, and players is critical to ensure successful game management. Conducting a meaningful and thorough pregame with the head coach, team captains and referee team crew provides an opportunity to review important rule changes, ensure the players are properly equipped, discourage rough play, and emphasize a zero tolerance for the use of offensive/abusive language or gestures towards and opponent or an official.
- **REFEREE UNIFORMS** – officials shall be dressed alike in uniforms with primarily black shoes and black socks with horizontal white stripes.

## CSOA Hot Topics

- Portable Goals/Football Goalposts – Must be anchored (i.e. spikes/sandbags, etc.) – Football goalposts should not extend over soccer goal horizontal bar. (Note - If this is the case – treat as combination (football/soccer goal) and note in game report narrative.)
- Team Areas – Home school will determine location of team areas. If they are located on opposite sides they must be on a diagonal.
- Goal Post Padding – Must be at least 6 foot high and no more than 1inch thick -
- Rosters – PRIOR TO GAME
- Undershirts/Undershorts – Long sleeve undergarments – same color as shirts; long under shorts same color as shorts; or roll up and hide..
- SHIN GUARDS – MUST BE AGE (adult) AND SIZE (small, medium, large) APPROPRIATE **All shin guards MUST have the NOCSE seal or the players will NOT be able to play. Also, the requirement for the shin guards to be worn 2” from the ankle will remain in place. Three finger rule.**
- Face Masks – Players may play with casts/face masks must be padded/molded - **doctor's clearance**
- Casts/Splints- Players may play with properly padded casts/splints – **NO doctor's clearance**
- Official Time – **Check with schools prior to game**
- Length of Games - (Varsity –40; JV – 35 Fairfax; 30 Loudoun, Prince William, Stafford, Fauquier)
- Overtime – varsity – 2x5 minute **ALL REGULAR SEASON GAMES**– no sudden victory)
- Eight Goal/Mercy Rule – check prior to game if District plays this rule
- Notification of coaches on all Red/Yellow Cards – Coaches are to be notified as to the offense for all cards
- Verification of score and caution/ejections - Make sure you verify the score and cards prior to leaving the game site
- **Game Jurisdiction** – **Begins 15 minutes prior to game and ends when referee team leaves field!**

## **NFHS/VHSL/CSOA MAJOR POINTS OF EMPHASIS/Comments on the Rules**

- **Illegally Equipped Players** - 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.
- **SAFETY** – Player safety is the number one concern – there is **NO** advantage on an injury to a player on the field, if someone is taking advantage of an injury you can caution for unsporting conduct.
- **LEG BRACES** – Cannot have any exposed metal. **A commercially manufactured brace are considered safe and does NOT need a manufactured sleeve covering.**
- **ANKLE BRACES** – **CAN BE WORN OUTSIDE THE STOCKING.**
- **SUBSTITUTIONS** – Only opportunity for unlimited substitutions is at the start of a period. ALL OTHER TIMES THE SUBSTITUTIONS MUST HAVE CHECKED IN PRIOR TO THE STOPPAGE TO ENTER FIELD OF PLAY. EXCEPTION IS CAUTION, EJECTION, BLOOD, OR EQUIPMENT. THOSE CASES ONE V ONE IF NO SUBSTITUTIONS HAVE PREVIOUSLY REPORTED FOR SUBSTITUTION. THROW-IN/CORNER KICK – TEAM WITH POSSESSION MUST SUB FOR DEFENSE TO SUB **Note – Referee must beckon substitute on to field**
- **SUBSTITUTIONS (TEAM PLAYING SHORT)** – If a team is playing short due to a reason other than a misconduct/equipment they may substitute at any stoppage of play but not during the run of play.
- **MANDATORY PREGAME CONFERENCE ON SPORTSMANSHIP** – referees MUST remind both coaches and players about proper sportsmanship prior to the game. **Coaches insure players are properly equipped and must remain for the ENTIRE pregame conference.**
- **INCLEMENT WEATHER/FIELD CONDITIONS** – Prior to game (administrator); game commences (Referee); and lightning (**30 minutes**).
- **BENCH CONDUCT** - Cards will be issued to the individual(s) who commit the misconduct (i.e. head coach, asst coach, player. **DON'T EJECT A TRAINER – Get Game Administrator.**
- **COACH EJECTIONS** - **Coaches must be show cards prior to ejection. Two or three step process. Three – admonish/warn (yellow)/Sanction (yellow/Red); Two – warn (yellow)/sanction (yellow/red). EXCEPTION – Foul/Abusive Language or Referee Integrity.** Coaches ejected from game **must leave** bench area and have no further contact with the team.
- **GAME MANAGEMENT/FAN BEHAVIOR** – If the spectators become a problem notify the game administrator or coach immediately. If necessary suspend the game until the problem is solved, if the problem is NOT solved by the game administrator SUSPEND the game. **NOTIFY ME IMMEDIATELY AFTER THE GAME!!!!**
- **FREE KICKS AWARDED AT SPOT OF INFRACTION** – All free kicks for misconduct infractions on the field will be taken from the spot of the infraction. If the misconduct takes place off the field (i.e. bench) then the spot of the ball at the time of the misconduct.
- **THROW IN** – Opponents **CANNOT** interfere or impede the actions of a thrower and must be a **MINIMUM** of **TWO YARDS** from the thrower. **PENALTY – Unsporting conduct – yellow card.**
- **PENALTY KICKS** – **STUTTER STEP** allowed **must be continued forward motion–**

### POST GAME REPORT/EJECTION REPORT

Note: It is mandatory that a game report be sent for every game officiated. This report will not only serve as a record of the game, but also as a record for purposes of a payment of game fees. Report all ejections and serious incidents to the commissioner within 12 hours. **These reports can be directly accessed from the CSOA WEB Site [www.csoaref.org](http://www.csoaref.org) at the GAME REPORTS PAGE**

### REMINDERS:

1. Game reports must be prepared on each game (for those with e-mail game reports can be submitted easily within 12 hours). Senior referee for the match is responsible for filling out the report (**first referee listed for JV and center referee for Varsity.**)

2. **All red cards must be reported by 0900 following day via the Web site ejection report format. If it is something that you think I need to know about right away call (703-966-0457), or email me at (STENNER@CENTURYLINK.NET).**
3. Any incidents with supervisors (i.e. activities directors, coaches, trainers, spectators, etc. **must also be reported immediately. (primary - email [stenner@centurylink.net](mailto:stenner@centurylink.net) or secondary cell 703-966-0457).**
4. Sportsmanship points: The maximum points for each team is 40 points. You **must deduct 5 points for each yellow card. If you give a red card the team gets 0/20 team points. If a coach gets ejected, then the maximum score is 0/40.**
5. Please remember to include **both the name, number, and reason on all cautions and ejections.**
6. Please follow the guidelines in awarding points.
7. Please note any injuries that are of a serious nature should be noted in the remarks portion of the report

#### **ASSIGNOR (Miles Kara) INFORMATION**

- **CSOA Basic 703-743-2217 - General calls concerning assignments**
- **CSOA Cell (Android) – 703-357-7921 – For emergencies**
- **Email – [csoa@comcast.net](mailto:csoa@comcast.net)**