

Soccer Officials Season Curriculum

FHSAA/NFHS Rule Changes and Points of Emphasis

A. RULE 4-1-1 A, B – Required Equipment (Uniform)

The home uniform top and socks must be dark (any color which contrast from white), while the away uniform top and socks must be solid white with no color stripes, trim or piping. The home and away uniform shorts can be of any color. Additionally, the home and away uniforms may contain names and patches, emblems, logos or insignias referencing the school and must contain numbers at least 6 inches in the back and 4 inches in the front of the top and/or shorts.

B. RULE 4-2-10 – Other Equipment

State Associations (or delegates) are permitted to allow the wearing of head coverings or wraps provided they meet the criteria for medical/cosmetic and/or religious reasons as determined by the state.

C. RULE 4-3 (18-1-1u) – Improperly Equipped

Cautions will not be issued for improperly equipped player(s). If not immediately correctable, improperly equipped player(s) shall be instructed to leave the field of play when the ball next ceases to be in play. The player(s) may be replaced. The removed player(s), if not replaced, may re-enter at the next dead ball only after reporting to an official, who shall be satisfied the player's equipment and uniform are in order. 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.

D. RULE 5-3 – Misconduct Communication

States that game officials shall communicate the nature of misconduct to coaches, the scorer and other officials when a yellow/red card has been issued. This communication is a notification and not an explanation. It is not intended to be an opportunity for the coach to discuss or dissent the call. It is, however, an educational opportunity for the coach to address and/or correct the behavior of the carded individual.

E. RULE 5-3-1D – Advantage Signal

The officials shall call out "play on" and, with an under swing of one or both arms, indicate a foul which was observed but shall go unpenalized because penalizing the offending team would give an advantage to the offending team. If the referee applies the advantage, which was anticipated but does not develop at that time, the referee shall penalize the original offense.

F. RULE 7-4-3 – Time-Out and In

The clock shall be stopped when a substitute by the team in the lead is beckoned onto the field in the final five minutes of the second period only, the second period of overtime and the fourth period (if the state plays in quarters.)

G. RULE 9-2-1 – Drop Ball

The game is restarted with a drop ball:

- a. when the ball is caused to go out of bounds by two opponents simultaneously;
- b. when the ball becomes deflated;
- c. following temporary suspension of play for an injury or unusual situation and a goalkeeper is not in possession of the ball.
- d. when simultaneous fouls of the same degree occur by opponents.

H. RULE 9-2-3 Drop Ball

The ball is dropped by an official from waist level to the ground. Any number of players may contest a dropped ball (including the goalkeepers); a referee cannot decide who may contest a dropped ball or its outcome.

I. RULE 9-2-5 – Drop Ball

The dropped ball is repeated if it touches a player before it touches the ground, or it leaves the field of play before it is touched.

J. RULE 9-2-6 – Drop Ball

If a dropped ball enters the goal without touching at least two players, play is restarted with a goal kick if it enters the opponent's goal or a corner kick if it enters the team's own goal, depending on which player touched the ball last.

K. RULE 11-1-4 – Offside

Clarifies that a player in an offside position who becomes involved in active play must be penalized.

L. RULE 12-8-1F(15) – DOGSO

A player who commits an offense against an opponent within his/her team penalty area in an attempt to play the ball that denies the opponent an obvious goal-scoring opportunity shall be issued a yellow card and the referee shall award a penalty kick.

M. RULE 12-8-1(f)(12) – Excessive Celebration

A player who violates NFHS Rule 12-8-1 (f) (12) shall be guilty of delayed, excessive or prolonged act(s) by which the player attempts to focus attention upon his or herself and/or prohibits a timely restart to the game and shall be disqualified (ejected) from the contest. The player shall be issued a blue card and shall not be replaced on the field with a substitute.

N. RULE 12-8-2D(3), 12-8-2D(4) – DOGSO

NFHS Rule 12-8-2(d)(3) - A player who violates NFHS Rule 12-8-2 (d) (3) shall be guilty of committing a foul (non-violent) attempting to deny an obvious goal-scoring opportunity **outside the penalty area** and shall be disqualified (ejected) from the contest. The player shall be issued a blue card and shall not be replaced on the field with a substitute.

NFHS Rule 12-8-2 (d) (4) - A player who violates NFHS Rule 12-8-2 (d) (4) shall be guilty of committing a foul **inside the penalty area**, while not attempting to play the ball

and a goal is not scored and shall be disqualified (ejected) from the contest. The player shall be issued a blue card and shall not be replaced on the field with a substitute.

New Overtime Procedures for Playoff/Tournament Games.

4.10.1.1.4 Overtime Procedure. The overtime procedure to be used in the Florida High School State Championship Series, as well as invitational tournament games, is as follows (Note: schools hosting invitational tournaments during the regular season may use this overtime procedure or go directly to penalty kicks:

(a) Following a five-minute interval, there shall be a **two (2)** 10-minute overtime periods. A coin toss as specified in NFHS Rule 5-2-2(d)(3) shall be held in advance of this overtime period. After the end of the first 10-minute overtime period the teams shall change ends of the field and a second 10-minute overtime period shall be played after a two-minute interval. The team with more goals at the conclusion of the second overtime shall be declared the winner of the contest.

(b) If a tie still exists following the second overtime period, the head coaches and team captains for both teams will meet with the officials at the halfway line to review the procedure for penalty kicks as follows:

- (1) The referee will choose the goal at which all of the kicks from the penalty line will be taken.
- (2) Each coach will select any five players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the penalty kicks.
- (3) A coin toss will be held as in NFHS Rule 5-2-2(d)(3). The team winning the toss will have the choice of kicking first or second.
- (4) Teams will alternate kickers. There is no follow-up on the kick.
- (5) The defending team may change the goalkeeper prior to each penalty kick.
- (6) The team scoring the greatest number of these kicks will be declared the winner.

(c) If the score remains tied after each team has had five penalty kicks:

- (1) Each coach will select five different players than the first five who already have kicked to take the kicks in a sudden victory situation, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken. If a team has fewer than 10 available players at the end of the first set of kicks from the penalty mark due to either injuries or disqualification, the coach must use all players who have not participated in the first five kicks. The coach may choose additional players from the first five kickers to ensure that five different players participate in the second set of kicks.

(2) If the score remains tied, continue the sudden victory kicks with the coach selecting any five players to take the next set of alternating kicks. If a tie remains, repeat 4.10.1.1.4 (c)(1)

(d) The Misconduct Procedure as listed in 12-8 in the NFHS Rules Book shall be in effect during the penalty kick phase of overtime.

Clock Procedures

A. FHSAA Official Clock Procedure

- i. NFHS Rule 6-2-1. The official time will be kept by a contest official on the field, and if the stadium clock is available, it is unofficial.
 - The official game clock is to be kept on the field by a contest officials during the entire game.
 - If there is a display clock available, it can be used but the displayed time is unofficial.
 - The proper procedure for a display clock is to run the game clock to zero (0:00) during each half. Do not stop the clock at the 2-minute (2:00) mark.
 - If a display clock is available, throughout the entirety of the contest, the contest official must be sure that the official game time kept on the field is in sync with the display stadium clock.
 - If the display stadium clock and the official game time kept on the field are not in sync, the official must be sure to make the appropriate adjustments to the display stadium clock during the water breaks or during any period of stoppage throughout the game.
 - Prior to the game, be sure to communicate the clock procedures with the clock operator, and the coaches of both teams.

Professionalism

A. Punctuality

Per NFHS rules, a crew must arrive at the game facility at least 15 minutes prior to the start of the contest. However, the FHSAA office, highly recommends each member of a crew to arrive 45 minutes prior to the start of the contest, at the latest. This allows the crew enough time to get dressed (if needed), communicate with the school administration and clock operator, and conduct field inspections prior to the begin of any pre-game festivities.

B. Pre-Game Inspections

The crew is responsible for inspecting the game balls, field of play and nets and verifying ball holders, official scorer and timer. The center referee and the side referees should inspect the field together, with the side referees calling any irregularities to the attention of the center referee. The center referee shall request the game administration to make any necessary corrections.

C. Pleasant & Cordial to All Involved

Each crew member shall act in a professional manner when fulfilling his or her duties as a contest official. Each crew member shall be mindful and respectful when communicating with other crew members, coaches, school administration, student-athletes and spectators.

D. Control Emotions Throughout the Match

It is important that all crew members maintain their composure and act in a professional manner for the duration of the match. Officials must make sure to stay composed when communicating fouls and misconducts to coaches and team captains.

E. Dressed Professionally

All crew members shall be dressed the same for each contest. Uniform shall be clean and wrinkle free during each and every contest. During the regular season aqua, black, blue, green, red or yellow shirts with pin stripes are allowed, as long as the shirt has the FHSAA Patch or Insignia is located on the left chest or pocket. During the post-season, all crew members shall wear the aqua shirt with pin stripes. Please refer to citation 701.06 on 26 of the FHSAA Guidebook, for additional details regarding the soccer official uniform.

F. Field Mobility & Endurance Level

All crew members shall physically prepare themselves to maintain with the pace of play. It is important that each crew member is able to maneuver themselves to the correct position during dynamic and static plays. In the Double Dual System of officiating all officials are responsible for identifying and calling fouls and misconduct, so it is important that all crew members are able to maintain an endurance level that helps them keep with the pace of the game.

G. Public Appearance

Please be mindful that as an official in uniform you are in representation of not only yourself, but your officials' association and the FHSAA, for this reason each crew member must act accordingly on and off the field. It is important that all officials maintain an ethical approach while participating in forums, chat rooms and all forms of social media, in addition to maintaining a professional decorum on the playing field.

Game Management

A. Pre-Game Procedures

- 1) Arrive on-time – It is recommended that each member of a crew arrives at least 45 minutes prior to the start of the contest.
- 2) Greet Home and Visiting Coaches – It is important to open a friendly line of communications with both coaching staff prior to the start of the game.
- 3) Check Games Balls – Make sure all game balls have the NFHS stamp of approval and are appropriately inflated.
- 4) Inspect Field Conditions and Check Field Lines – Make sure the field is leveled and free of any holes or debris, and it is safe for competition. Also make sure the

field is marked with the appropriate field lines for an interscholastic soccer contest.

- 5) Inquire about Ball Handlers, Official Scorers, & Timer – Communicate with the home school administration to make sure the appropriate game personnel will be available for the contest.
- 6) Crowd Control and Weather Plans – Be sure to discuss crowd control plans and weather plans with the home school administration prior to the game. Be sure to ask where the expected location of the school administration will be during the contest.
- 7) Observe/Inspect Player Uniform/Equipment – Informally observe/inspect player uniform and equipment. If something is noticed, be sure to inform the player’s coach to get it adjust prior to the beginning of the game.
- 8) Conduct a Pre-Game Meeting with Coaches and Team Captains.
 - Make introductions
 - Give **sportsmanship instructions (FHSAA policy)**
 - Request **coaches assurance of players’ proper uniform/equipment**
 - Remind them of **planned hydration break**
 - Advise them of **new (significant) rule changes**
 - Remind about **official time being kept on the field**
 - Ask for **questions**
 - Conduct **coin toss**

B. Proper, Assertive, and Effective Use of Whistle

THE REFEREE THAT RESPONSIBLE FOR MANAGING RESTART AND SECOND WHISTLE WHEN REQUIRED

Restart

1. The Start of Play
2. Free Kicks
3. Offside
4. Substitution
5. Corner Kick
6. Goal Kick
7. Penalty Kick
8. Throw In
9. Drop Ball

Referee

1. Center Referee
2. Center Referee, *except if deep within defensive end, then Side Referee*
3. Center Referee
4. As Per Stoppage
5. Side Referee (*Near Corner*), Center Referee (*Far Corner*)
6. Center Referee
7. Center Referee
8. Side Referee
9. Center Referee

C. Communication within the Crew

The important thing is that communication is timed correctly and that essential information is conveyed. Good communication is not only necessary at critical times, but it is also essential for running a smooth routine during placid games. Officials have a large responsibility for communicating often and directly. Evaluators must be apprised of these systems so that they can witness the extent of officials' delivery techniques.

D. Communication with Coaches

Officials should strive to maintain dignified and positive relations with coaches, always keeping them aware of unusual situations and special rulings during the game. Simple objections can often be ignored. Repeated protestations may need to be subdued.

E. Player Management (Player Dissent/Gamesmanship)

Listening carefully and attentively may be the most important skill an official can obtain. An official should not shy away from clarifying the basis for making judgments. Accurate and straightforward descriptions of what occurred are essential. At times players need to be told what happened and how a ruling was made. Players should never be told how to play the game, but periodically they may need to be warned that their actions could be dangerous or close to being illegal.

Field Positioning

A. Areas of Responsibility

1. Managing Free Kicks

- a. **CR:** Move in line with ball
- b. **CR:** Oversee kick
- c. **CR:** Move off Pattern, if needed
- d. **SR1:** Move ahead of ball
- e. **SR1:** Cover attack, offside, violations
- f. **SR2:** Move off pattern, if needed

Free Kicks Near Goal

- g. Discuss & agree areas at pregame briefing
- h. **SR2:** Move quickly to goal line position
- i. **SR2:** Observe for goal, ball over line, violations
- j. **CR:** Observe for violations & watch for quick counter attack
- k. **ALL:** Recover position quickly if play moves back up field

2. Offside

- a. **SR:** Stop moving- emphasize proper position
- b. **SR:** Whistle for violation, signal
- c. **SR:** Indicate position for restart
- d. **SR:** move quickly to position for restart
- e. **CR:** Manage the restart, as needed

3. Scoring of a Goal

- a. **SR1:** Eye contact with CR to quickly confirm goal
- b. **SR1:** Signal for clock to stop
- c. **SR1:** Indicate for goal by moving to kickoff position
- d. **CR:** Confirm goal by moving to kickoff position
- e. **CR:** Record goal scorer and assist
- f. **SR2:** Record goal
- g. **Nearest Referee:** Notify scorekeeper

4. Substitution

- a. Official timer signals for substitution or if time is kept on the field:
 - i. **CR, SR1, SR2:** Discuss at pregame briefing
 - ii. **CR, SR1, SR2:** Notify coaches how to request substitution
 - iii. **SR nearest bench:** signal for stoppage
 - iv. **SR nearest bench:** signal for restart when completed

5. The Corner Kick

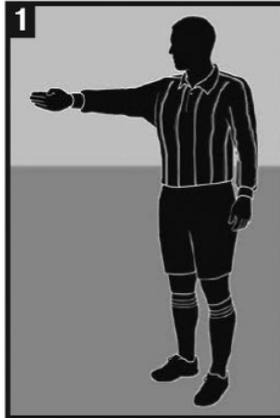
- a. **CR, SR2:** Indicate & award (usually SR)
- b. **SR2:** Move to corner (flexible position)
- c. **CR:** Move to end of pattern (flexible)
- d. **CR:** Signal for restart
- e. **SR1:** Watch whole field & prepare for quick counter attack

6. The Goal Kick
 - a. **SR**: usually indicates
 - b. **CR**: indicates if better sighted
 - c. One referee indicates, other confirms
 - d. Eye contact important
 - e. **CR**: whistles, if needed
7. The Penalty Kick
 - a. The Award
 - i. Referee who observes whistles the kick
 - ii. Signals to stop the clock
 - iii. Quickly to position
 - b. The Restart
 - i. **CR**: Whistles
 - ii. **CR**: Observes kicker, encroachment, goalkeeper movement
 - iii. **SR2**: Observes for goal, goalkeeper movement, encroachment
 - iv. **SR1**: Observes whole field & prepares for quick counter attack in the event of a save by the goalkeeper
8. Throw-in
 - a. The Award
 - i. **SR**: normally indicates
 - b. The Restart
 - i. **CR, SR**: In normal patterns
 - ii. If problem, nearest referee attends
 - iii. **CR**: Observes for correct spot, hand faults
 - iv. **SR**: Observes for foot faults, ball entering play
 - v. **SR**: whistles, if needed

Mechanics/Signals

A. NFHS/FHSAA Signals for Center Official

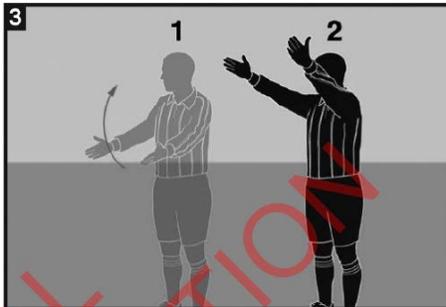
1) Direct Free Kick (Point in the Direction of the Kick)



2) Indirect Free Kick



3) Play On



4) Time-Out



5) Restart Clock



- 6) Penalty Kick/Goal Kick
(Point to spot or goal area)



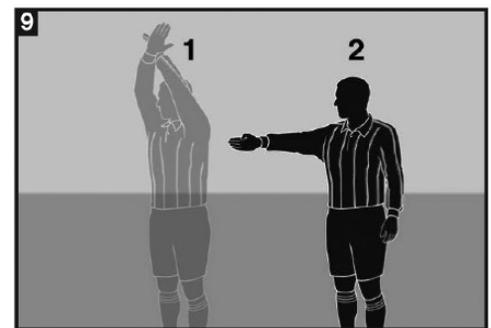
- 7) Caution/Ejection



- 8) Corner Kick (Point to the Corner)



- 9) Goal



B. Misconduct Mechanics

Card System for Misconduct. Administration of the Card System for Misconduct in all contests must be administered as follows:

(a) A player, coach, or bench personnel who commits any of the violations listed in NFHS Rule 12-8-1 (a-f(1-11, 13-14)) shall be cautioned (issued a yellow card). A player may be substituted for immediately, and shall be required to leave the field until the next legal substitution opportunity. An official may issue a red card and disqualify (eject) a player, coach, or bench personnel on a first offense if the situation warrants.

(b) A player who commits a second violation of any of the violations listed in NFHS Rule 12-8-1 (a-f(1-11, 13-14)) shall be issued a second caution (blue card), shall be disqualified (ejected) from further participation in the game and shall not be replaced on the field with a substitute. The official shall first show the yellow card by raising the card above the head, followed by raising the blue card above the head. (Note: the yellow and blue cards shall not be shown simultaneously).

(c) A coach or bench personnel who commits a second violation of any of the violations listed in NFHS Rule 12-8-1 (a-f(1-11, 13-14)), or a first offense of NFHS Rules 12-8-1 (g) 12-8-1 (f) (12), or 12-8-2 (a-c, d(1), e-f) shall be issued a red card, shall be

disqualified (ejected) and must exit the premises, and shall be subject to the provisions of the FHSAA Policy of Unsporting Conduct.

(d) A player who commits any of the violations listed in NFHS Rules 12-8-1 (g) or 12-8-2 (a-b, d(1), e-g) shall be guilty of unsporting conduct, shall be issued a red card, shall be disqualified (ejected) from further participation in the game and shall not be replaced on the field with a substitute. This player shall be subject to the provisions of the FHSAA Policy on Unsporting Conduct.

(e) A player who violates NFHS Rule 12-8-2 (d) (2) shall be guilty of a hand ball foul (non-contact with opponent) and disqualified (ejected). The player shall be issued a blue card and shall not be replaced on the field with a substitute.

(f) A player who violates NFHS Rule 12-8-2 (d) (3) shall be guilty of committing a foul (non-violent) attempting to deny an obvious goal-scoring opportunity outside the penalty area, and shall be disqualified (ejected) from the contest. The player shall be issued a blue card and shall not be replaced on the field with a substitute.

(g) A player who violates NFHS Rule 12-8-2 (d) (4) shall be guilty of committing a foul inside the penalty area, while not attempting to play the ball and a goal is not scored and shall be disqualified (ejected) from the contest. The player shall be issued a blue card and shall not be replaced on the field with a substitute.

(h) A player who violates NFHS Rule 12-8-1 (f) (12) shall be guilty of delayed, excessive or prolonged act(s) by which the player attempts to focus attention upon his or herself and/or prohibits a timely restart to the game and shall be disqualified (ejected) from the contest. The player shall be issued a blue card and shall not be replaced on the field with a substitute.

C. Restarts (Direct, Indirect, Corner, Goal Kicks) (NFHS Rule 13)

Free kicks shall be classified "direct" from which a goal may be scored against the offending team or "indirect" from which a goal may not be scored unless the ball is touched or played by another player of either team. All free kicks, with the exception of penalty kicks, may be taken in any direction. Free kicks are taken from the spot of the foul. Indirect free kicks for offside are taken from the spot where the offending player interfered with play, interfered with an opponent or gained an advantage by being in that position. Any free kick awarded to the defending team within its own goal area may be taken from any point within the goal area. Any indirect free kick awarded to the attacking team within its opponent's goal area shall be taken from the part of the goal-area line which runs parallel to the goal line at the point nearest to where the offense was committed. Any player of the offended team may take a free kick except in situation where a substitutes comes in for a cautioned, injured or bleeding player where they may not take the penalty kick when entering the game during a penalty kick situation.

D. Substitution Procedures

To request a substitution, a substitute who desires to enter the game shall report to the scorer, giving his/her jersey number and the number of the player being replaced.

- 1) The substitute shall remain at the scorer's table until a referee beckons the substitute onto the field of play. When there is no separate scorer/timer, incoming substitutes shall report directly to the nearest official from the official area.
- 2) A substitute may enter the field of play at the beginning of a period without being beckoned by the referee. After a score and when a player is injured and removed from the field, substitutes must be beckoned.
- 3) If entry is requested at any other time, the scorer shall require the timer to signal for the substitution immediately when there is a prescribed substitution opportunity.
- 4) When an entry is taking place on a throw-in, a goal kick or a corner kick, the substitute(s) must have reported to the scorer (or official area) prior to the dead-ball situation.
- 5) The goalkeeper may change places with a player on the field whenever the clock is stopped or a substitution takes place, provided the uniforms are legal. Any time the goalkeeper is changed, a referee shall be notified.

Concussion Awareness

The contest official is to be cognizant of student-athletes who display signs, symptoms or behaviors of a concussion (see NFHS Suggested Guidelines for Management of Concussion) and immediately stop play for injury evaluation within the rules of the game. At that point, the contest official's job is done. It is important to note that the responsibility of the contest official is limited to activities that occur on the field. Once the participant has been removed from a contest due to a suspected concussion, the coach, school and appropriate healthcare professional(s) assume full responsibility for that athlete's further evaluation and safety.