

TO: All Sectional game referees from CCSOA:

RE: BOYS Sectionals / Policy and Procedures

Please read these procedures carefully and follow them accordingly:

**GENERAL INFORMATION**

- At this point in time you should be checking arbiter daily. Many games and sites are listed as TBA so you will need to re-accept when the info is published. Sectional start times are different, please check the Arbiter!
- Whoever is the first referee listed you are responsible for calling your partner to confirm. We cannot have any people late to games.
- Pre-game is important. Make sure we check the field, game balls, nets etc. We absolutely still need to read the sportsmanship card to the captains and coaches. Make sure there is no jewelry on the players so that it will not become an issue. Stress this in the Captains meeting but spot-check the players as well. Remember your game fee for all games through quarter finals is \$93 dollars. After your game is over the lead official must file the game report on the Arbiter and call me if there were any major issues. (716-785-7087)

**GAME DURATION:**

- We play two 40 MIN halves. If still tied, we then play TWO 15-MINUTE SUDDEN VICTORY OT PERIODS.

**OVERTIME:**

- End of regulation: 5 min interval. Coin flips with captains. winner has choice of picking an end to defend OR taking the kick-off
- End of 1st OT period: 2 min interval, teams switch ends
- If still tied, we go to the Federation Penalty Kick Procedure. Please read your soccer Rule Book PK procedures

**KICKS FROM THE PENALTY MARK:**

- Assemble Captains and Coaches; go over the procedure so everybody is clear. Referees choose a goal to shoot at. Flip the coin. Winner has choice of shooting first OR second.
- Each team chooses 5 Kickers to alternate kicks, This includes anybody listed on the game roster (including Goalie)
- Obviously any player that has been RED CARDED CANNOT PARTICIPATE. (Note that the coach does not have to give you a "batting order" -- he just has to select his first five kickers.)
- Teams may change Goalies at any time prior to a kick.
- Assemble the 10 kickers (five from each team) at midfield at opposite ends of the center circle. One official stays with the shooters and records numbers and scorers. It's best to stand between and slightly behind the players and ensure that there's no gamesmanship occurring between the two sets of players. Also as the kicker from one team is going up to take his kick, get the next kicker prepared to go up for his kick. The other AR / R helps administer the kicks. The rest of the team & coach's stay at their respective benches.
- If a clear winner is determined after 5 Kicks we have a winner.
- If still tied, the coach sends out 5 DIFFERENT KICKERS (special rules apply if they are under 10 healthy kickers, please read rulebook as this is unlikely but possible) At this point it is now a sudden victory situation where if one team scores and the other does not the game is over.
- If still tied after 10 kicks have been taken, we start all over again. Send all players back to the bench and continue the sudden-victory kicks with the coach selecting ANY FIVE Players (this includes those who may have already kicked) until we have a winner.

- During the taking of kicks the ball remains alive until its momentum is spent or goes out of bounds or is re-touched by the kicker.

Officials are selected based on coach's ratings and their input as to your performance during the season. All assignments from CCSOA will be made by our section VI chairman Todd Marquardt!

**LASTLY, PLEASE CALL TODD MARQUARDT AT THE CONCLUSION OF YOUR GAME.** His cell number is 903-5875. Report the score of the game and the name and number (and which team) of any player who received a card. If you leave a voicemail, also leave your number so if there are any questions, Todd can reach you.