

LVYSL U13 & U15 & U18

U13-2-30 Min Halves Size 5 ball, 9v9 including GK

U15-2-35 Min Halves Size 5 ball, 9v9 including GK

U18-2-40 Min Halves Size 5 ball, 9v9 including GK

Heading is allowed - Offside is to be enforced for ALL of these age groups!

Referee Fees should be paid in cash to you prior to match!

U13-\$60 (\$30/team) U15-\$72 (\$36/team) U18-\$84 (\$42/team)

You are responsible for getting paid appropriately prior to the match!

1. Arrive 20-30 minutes prior to game time! (15 minutes or less is UNACCEPTABLE)
2. Arrive already dressed & prepared:
 - A. Wear appropriate attire (Look Neat, Clean & Prepared)
 - a. Enclosed Shoes/Footware ONLY-**Cleats Preferred**-~~NO slides.or.Flip_Flops~~ to Referee!
 - b. Shorts or Warmup Pants (Black Preferred)
 - c. Shirt (Clean & Neat, NO improper messaging-be prepared with 2 colors)
 - B. Have a stopwatch/timer (Discourage using a cellphone!)
 - C. Have a whistle
 - D. Pen/Pencil & Scorecard
 - E. Coin
 - F. Recommend a Pump and/or pressure gauge
3. Field Readiness-WALK THE FIELD (see your surroundings)
 - a. Check lines & field markings (see field conditions & terrain & on/off field obstacles)
 - b. Goals (same size, positioned correctly, anchored, secure and nets with no holes)
 - i. Goals must be secured/anchored-NO EXCEPTIONS-game cannot be played!
 - c. Corner flags properly in place
 - d. Ask for a game ball & spare from home team and make sure it is properly inflated.
 - e. The Home Coach is responsible for the safety & playability of the field on game day- If there are any deficiencies, they must be addressed by the home coach prior to the start of the match. (See FORFEITS)
4. Personal Warmup & Stretch! This can be done while in the process of doing your field inspection.
 - a. Act as if you were a player, after all you are participating in the match with them!
 - b. Be ready for the game-respect is earned through your actions and how you carry yourself. You should be moving with the ball & pace of the game, which means you should be running at times-so make sure you have sufficient time to properly warmup & stretch.
 - c. Fans, parents, & players can tell whether you care and are there to do a good job or just to collect the cash. If nothing else do it for "show" and be a good example-everyone is watching-trust me!
5. Team Readiness
 - a. Receive cash payment from each Coach
 - b. Request **THREE (3)** rosters from each Team/Coach

- i. **First Copy** - KEEP for yourself!
 - ii. **NO HANDWRITTEN NAMES ON ROSTERS**-Must be from GotSport!!!
 - iii. **Second Copy & Third Copy**-write your name on it & give to the opposing coach
- c. Request each team lines up to review equipment & expectations
 - i. Generally observe that every player is properly dressed & equipped
 - 1. Uniform-shirt should have # corresponding with roster
 - 2. Socks
 - 3. Shinguards are required
 - 4. Proper footwear - NO Baseball/Softball metal spikes are allowed!
 - 5. NO Jewelry (unless for medical reasons)
 - 6. Goalkeepers should be wearing jerseys of a different color than any field players from either team-if not alert the coach and have them change jerseys or outfitted with a pinnie that makes them distinguishable.
 - 7. If there is a jersey color conflict, it is the responsibility of the home team to find a resolution, such as changing jerseys, wearing pinnies, or other/mutual arrangement with opposing coach. BUT in all cases it MUST be suitable to YOU, the referee!
 - ii. Make note on the roster or scorecard the # of players and cross out absent players.
 - iii. Give direction on how they can expect you to officiate.
 - 1. What color will you call each team on throw ins
 - 2. How you will show them what team has a throw in or kick
 - 3. Review a proper throw in (**both feet on the ground, both hands w/ ball behind your head**)
 - 4. Review Foul/free kicks indirect vs direct (explain what indirect means)
 - 5. When do they need to wait for your whistle
 - 6. When can they substitute (Unlimited) but from mid field only when beckoned on
 - 7. Always end with good luck & have fun!

Lightning & Weather

- A. If you see lightning or hear thunder, play should be suspended immediately. All players, coaches, officials & fans shall seek shelter for a period of 30 minutes. \Additional.lightning.strikes-thunder..reset.the.96.minute.time.period;
- B. Matches suspended prior to half time should be attempted to resume and fully played as long as it is able to be resumed within 1 hour of the original kickoff time. If that is not possible due to weather, darkness or other safety concerns, it shall be rescheduled and re-played from the beginning in its entirety.
- C. Matches suspended while in the second half are considered valid and complete, no 30 minute time delay is to be applied, they will not be rescheduled and the score should be reported to the league as if it was played in its entirety.
- D. In all weather related (or otherwise) suspended matches the referee is to be paid full fee, so long as the referee arrives as scheduled, participants are on site, and a match is intended to be played.
- E. Games are to be cancelled a minimum of 2 Hours prior to game time. If not, the referee is entitled to a half fee from the home team club
 - a. **HEAT BREAK(S)**
 - i. In very hot weather discuss with coaches and decide prior to the start of each half if a Heat/Water Break will apply.
 - ii. It should be taken as closely to the midpoint of the half as possible at a stoppage of play (throw-in, goal kick etc)
 - iii. Duration should be 2-3 minutes, and can be added back to allow for proper time of play.
 - iv. Play should restart from the point of stoppage, as if play had not stopped.

6. FORFEITS

- v. Unplayable field conditions-Standing water, No field markings/lines, goals not properly secured, no registered coach, or insufficient players for the match to be started/played.
- vi. The home team has up to 15 minutes past the start time of the match to remedy any field deficiencies before the game is to be forfeited.
- vii. A grace period of up to 15 minutes is to be allowed for a team to have the minimum number of players arrive to start the match, or they must forfeit.
- viii. In the above situations causing a Forfeit match the referee is to be paid full fee, so long as the referee arrives as scheduled, participants are on site, and a match is intended to be played.
- ix. If only one team arrives for the match, it shall be a forfeit by the absent team. In this case:
 - 1. The team present shall still pay the referee their half fee.
 - 2. The team present will be “reimbursed” their half fee from the league once the fine/payment is received from the club/team that forfeit by absence.
 - 3. The referee shall file a game report stating the forfeiture & may formally request to be paid for the remaining half fee from the league. This request must go to the Assignor to be presented to the Board for approval for payment once the fine proceeds are received from the forfeiting club/team.

MINIMUM PLAYERS - Game cannot start with less than 7 players on a team, also the other team is NOT REQUIRED to play with less players to match the shorthanded team, however you should inform them and ask what they chose.

7. RESTARTS & FOULS

a. HAND BALL

- i. Obvious attempt to catch ball
- ii. movement of hand toward the ball , extended, or unnatural position
- iii. DO NOT CALL for incidental contact that has no impact on the motion of the ball, or stationary protection of body/face/private parts.

b. **GOAL KICKS** - the ball is in play as soon as it is played/kicked-**it does NOT have to leave the goal area box; however the opposing team must leave and remain outside the box until the ball is in play.**

c. **OFFSIDE** – Give your very best effort to position yourself in a way to make this call correctly and by the Laws of the Game. It can be challenging and we do not have the luxury of VAR-so do your best!

d. **DROP BALL** - Stoppage of play for an injury, ball hitting the referee, non-foul situation or event (ie spectator on the field, foreign object enters playing area and effects play). Play is always restarted with a dropped ball for just 1 player (ALWAYS UNCONTESTED) of the team that last touched the ball prior to the stoppage of play, whether intentional or accidental. All other players must be 4.5 Yds from the ball until it is in play/touches the ground.

8. **THROW INS** - when taking a throw in, the player throwing the ball must have both feet either on or behind the line. It is NOT an infringement of the rules if a player is stepping on the line. It becomes an infringement ONLY if a player throwing the ball has one or both of their feet entirely on the field of play and not touching the line.

- i. If a player makes a throw in that never enters the field of play they may retake the throw in assuming it was otherwise legal.
- ii. Try to be clear as to which team is to throw the ball in-use the color and point in the direction of their goal.
- iii. Reminder for a ball to be out of bounds or over the goal line-the **WHOLE BALL MUST BE OVER/PAST THE WHOLE LINE!!!** (Whether on the ground or in the air)

9. **SUBSTITUTIONS** – Coaches should have players at the mid field point prior to stoppage
- Unlimited Substitutions are permitted
 - Either team can sub on goal kicks
 - Either team can sub after a goal is scored prior to the kickoff/restart
 - Either team can sub during a stoppage for an injury
 - A team can only sub on their own throw-in, OR the opponents throw-in if the opponent is also substituting.
 - No substitutes are permitted on corner kicks for either team
10. **COACH & FAN CONDUCT**
- NO MORE than 3 coaches/adults may be in the team bench area
 - Coaches are not allowed on the field of play during the game, with the exception of player injuries, or by direction of the referee.
 - ALL Coaches must stay on the sideline within proximity of their teams bench
 - Under NO CIRCUMSTANCE should a coach approach the opponents bench area, and can be cause to suspend the match.
 - Coaches are responsible and accountable for their own conduct, their teams conduct, and the actions/behavior of their fans & other spectators. Coaches are to set the example for their team and should conduct themselves in a professional manner.
 - NEVER address a fan or fans! ONLY address the Head Coach(es)!
 - Any misconduct MUST be reported to your assignor and league!
 - NO ABUSE (physical, verbal or emotional) is to be tolerated! If you feel assaulted, uncomfortable or unsafe you MUST stop play and report it to the League & Assignor!!!
 - If there is anything that did not seem or feel right, please report it to the league!
 - Coaches who receive Yellow Cards, their club will be assessed a \$50 fine from the league.
11. **POST GAME**
- Confirm your recorded score with both coaches.
 - Confirm with both coaches no injuries occurred to any players in the match
 - Report any injuries or safety concerns to your club assignor
 - If any behavior by coaches, fans or players was out of line-YOU MUST REPORT IT to your club assignor or Aaron Shirk-the League Assignor!
 - Make sure to take all your belongings and make every attempt to make sure the field is as you found it upon your arrival.
 - Complete your game report within 24-48 hours @
<https://www.cognitoforms.com/LVYSL1/GameReport>

Here is a guide for the abbreviations in the game report for Yellow & Red Cards

Yellow Card	Red Card
UB or USB - Unsporting Behavior	SFP - Serious Foul Play
DT - Dissent	VC - Violent Conduct
PI - Persistent Infringement	S - Spits at an opponent
DR - Delaying the Restart	DGH - Denying a Goal / Obvious Goal Scoring opportunity by handling
FRD - Failure to respect the distance	DGF - Denying an Obvious Goal Scoring opportunity by a free kick offense
E - Entering without permission	AL - Offensive, Insulting or Abusive Language
L - Leaving without permission	2CT or 2Y - Second Caution