



SUMMER '26 * Officiating Guidelines

- **HOME TEAM**
 - Listed first on schedule * Chooses side to defend * Supplies match ball
 - If color conflict, changes jerseys or puts on pinnies
 - ***VISITING TEAM WILL KICK OFF***
 - **CLOCK**
 - Start games on time – ON the hour - **Teams are NOT ready, start clock, keep games moving**
 - Kept by CR1 - Bench Area Official
 - **Total 54 minutes (27 min. halves) * Running Clock * 1-minute half time/switch sides, Restart**
 - There will be MAX 5 minutes available between games * Get teams off & on * NO Warmup on Field
 - **SUBS**
 - ALL Subs from Midfield
 - EITHER TEAM, when ball over touchline or goal line, after goal or on Injury stoppage (clock runs)
 - BOTH teams may sub unlimited # of players
 - NOT on DFK or IFK, or other stoppages (except Injury)
 - **EQUIPMENT** ***ALL PLAYERS ARE TO BE PROPERLY EQUIPPED AT ALL TIMES***
SHIN GUARDS MUST BE WORN * NO MINI SHIN GUARDS
 - **MISCONDUCT**
 - **Caution (Yellow Card) *Virtual Yellow* (Learning Moment) Do NOT Display YELLOW**
 - 1st Caution **SHOW YELLOW CARD (YC) * PLAYER REMOVED FROM FIELD, REPLACED**
 - 2nd Caution **SHOW YELLOW CARD (YC) * ACTION - SEE BELOW EJECTION**
 - **Ejection (Red Card)**
 - 2nd Caution (YC) WHICH IS NOT DISSENT (DT), SPA/DOGSO PK, OR DOGSO
 - **RED CARD (RC) WILL BE DISPLAYED**
 - Player MUST Leave Field
 - Coach decision on whether player may return to play the remainder of that match
 - Do NOT reduce down
- **Further incidents from same player, Official will ask Coach to remove player, NOT put him back in***
- 2nd CT (YC) for DT, or Ejection (Straight RC) for Foul & Abusive Language (FAL), Serious Foul Play (SFP) or Violent Conduct (VC)
 - **RED CARD WILL BE DISPLAYED**
 - Player MUST Leave Field
 - NOT Replaced (Reduce Down)
 - Player NOT Eligible to play the remainder of the night
 - League determines if additional play suspension (week or weeks) is warranted