



ACCSOA Annual Topics to Add to 1st Presentation

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Agenda

- Mercy Rule
- Injuries
- Drop ball
- Subs last 5:00 minutes of regulation
- Offside
- Long distance calls
- Violent Conduct
- DOGSO
- Bonus video (if time allows)

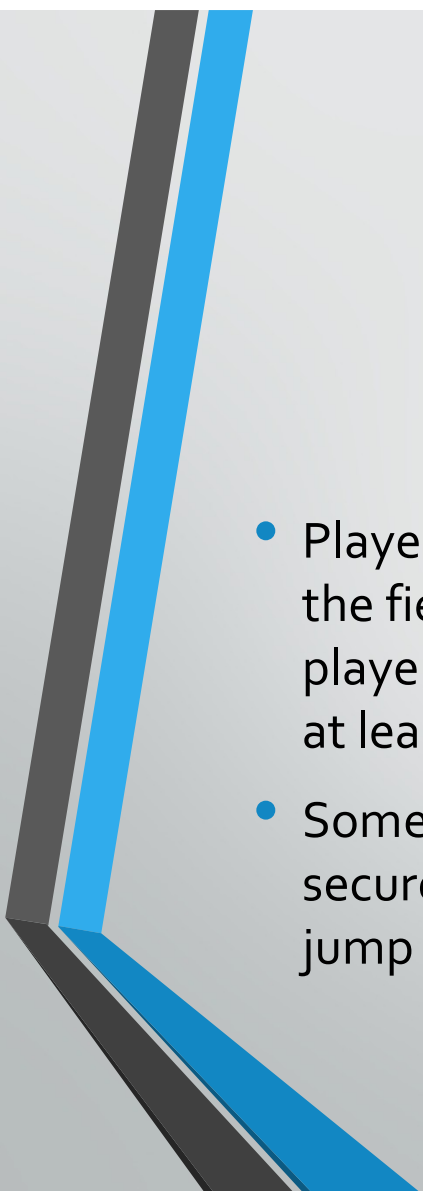


Feedback

- Any issues with GK Possession (8 seconds)?
- Ditto – Wet Bulb readings?
- Bench misconduct?

Mercy Rule – ONLY Varsity games.

- 1st 60:00 minutes of the game – we play regardless of the score. 20-0. We play.
- 60:00 is 40:00 + 20:00.
- If goal differential is 6 or more when the game reaches 60:00, game is over.
- If goal differential reaches 6 at any time 60:01 or after, game is over.



Injuries & Anchored Goals

- Players only need to leave the field if a coach or trainer are beckoned onto the field. If we only stop the clock, no need for the player to leave. If a player is injured, it is better to jog to the player rather than walk. We should at least show some concern.
- Some referees are not checking the goals to ensure they are properly secured. Goals fall over not just due to the wind, but sometimes players jump and grab onto the crossbar. This is REALLY important.

Drop Ball



- 9.2.3. Dropped from waist level to the ground.
- All other players at least 4 yards from the ball.
- To score must touch at least 2 different players.
- If ball enters goal without touching 2 players, restart is a goal kick or corner kick.



Substitutions in the last 5 minutes of Regulation

STOP the clock in the last 5:00 minutes of the 2nd half ONLY if either of these are true:

- The winning team substitutes.
- The winning AND losing team substitutes.

Offside

- Differentiate “Offside Position” from being “Offside.”
- It is not an offense to be in an offside position.
- Snapshot: at the time the ball is played by a teammate.
- What must also be true to be called offside?



Offside

Becoming involved in active play:

- Interfering with play
- Interfering with an opponent
- Gaining an advantage

Calling a foul or foul throw from a Distance

- WE must get the calls right.
- If we do not make a call that should be made, we assist 1 team or the other.
- Depends whether partner is able to see? What is their viewing angle?
- Is there a possible Advantage? Wait, if so,
- Don't "swallow the whistle" if the call is obvious regardless how far.

Violent Conduct

- Violent conduct can seem to happen without warning, but **there is always a precipitating event**. The event may be difficult to see. And they are unpredictable.
- Flash Point location: Fouls in front of the team benches.
- Hard fouls.
- Girls games – may be from a prior game!

Violent Conduct

- LOUD whistle + presence.
- Key is making the call with a LONG, LOUD whistle as you quickly move to the spot of the foul. Have card in your hand...
- Always be aware of a possible **mass confrontation**.
- If happens, step back and take jersey #'s.

Violent Conduct

Talking points:

- Angle of View of each official
- Players in front of Lead official's view across the field.
- Hard push foul
- The precipitating event!
- Near Bench often a possible "flash point" – but in this case both PV coaches were close & quickly handled it.
- Be aware of possible Mass con.

Dealing with Violent Conduct

- In the dual system, hopefully the closest official called the foul. The other official should also be moving toward the site to help control the situation.
- If using the 3-referee system, the referee is usually closest. The closest AR moves to assist and the other moves to the halfway line near the benches.
- Getting to the spot FAST is important because your presence decreases the likelihood of retaliation. Also helps to avoid a mass confrontation.
- As you are running to the spot, have the correct card in your hand. Players & coaches will see it and recognize you are dealing with the issue.
- If sure it is a **RED** card – have the card out & held high as you get there.

Violent Conduct/Serious Foul Play – Decision Whether to Finish Game

- After everything calms down, do we play or abandon the game?
- Judgement call. How was the game leading up to that point? Did anything relevant change after the event but before the restart?
- Meet with the coaches & captains – any relevant input from them? If nothing indicates otherwise, restart the game.
- **But:**
 - 1. Consider calling fouls more strictly for a period of time. What is the temperature of the game?
 - 2. Try to be closer to play,
 - 3. Use more preventive officiating.
- **In most cases the players just want to play if given the opportunity.**

Coach/Captain Confronts Referee(s) at Halftime/Post game

7.2.4. No coach, player, substitute or other team personnel other than the team captain shall approach or speak to the officials during an interval between periods, unless beckoned by the official."

7.2.4 Situation B. "A player (other than the captain), substitute, coach, or bench personnel that confronts an official during an interval. Without permission may be **warned** or **cautioned** for misconduct as per 12-5-1b."

DOGSO

- Attempt to play the ball?
- If not, no card downgrade.
- Advantage applied?
- Penalty kick awarded?

DOGSO

Caution. 12.5.1.12, 13 & 14

- 12: A player (other than a goalkeeper within the goalkeeper's own penalty area) who deliberately handles the ball, attempting to prevent a goal, and the goal is scored.
- 13: A player who commits a foul, attempting to deny an obvious goal scoring opportunity (DOGSO) , and the goal is scored.
- 14: A player who commits a foul against an opponent within the player's team **penalty area** in an attempt to play the ball that denies the opponent an obvious goal scoring opportunity (DOGSO) and the referee awards a **penalty kick**.

DOGSO

Red. 12.6.1.b

A player denying the opposing team a goal or an obvious goal scoring opportunity (DOGSO), resulting in a free kick, and the goal is **not** scored, by:

- 1. deliberately handling the ball (accept a goalkeeper within their penalty area)
- 2. committing a direct or indirect free kick offense outside their penalty area
- 3. committing an indirect free kick offense inside the penalty area
- 4. committing a direct free kick offense inside their penalty area, **while not attempting to play the ball** (e.g., holding, pulling, pushing, no possibility to play the ball, etc.).

NJSIAA DQ Reporting Procedure

- The offending school must receive a notification via a phone call by noon the next day.
- DQ reports must be completed within 48 hours of the completion of the contest.
- To access the DQ reporting form, you must be logged in.
- Once logging in you will see the "DQ Reporting tab" under the officials' menu.
- Make sure you click on the "Submit" button at the bottom.
- Please contact the NJSIAA if you need assistance @ 609-259-2776.





Questions?