



Referee Guidelines

These guidelines have been developed to assist referees in preparing for their Delco Soccer League (Delco) games, on game-day & following their Delco games.

Referees should understand that by accepting a Delco game, they are agreeing to the following:

- They are qualified to cover the level of game assigned.
- They do not have a conflict of interest with either team.
- They will arrive at least fifteen (15) minutes prior to the scheduled game time. Referees must be aware of travel distances of all games assigned to them prior to accepting their games to avoid being late to a scheduled game.
- If assigned as the center referee, they will complete a game report (with a supplemental report if required) & submit it online at the Delco website within forty-eight (48) hours of the game.

Field Status

- If it is raining during the morning of the game(s) or the area has received significant rain in the last few days, referees should verify the status of the game(s) with either the referee assignor or directly with the home club field coordinator or delegate.

Upon arriving at the field, the referee(s) are to inspect the field.

- Any issues with the field are to be reported to the home team.
- The game is not to be started if there are any conditions that endanger the players including, but not limited to unanchored goals, significant water on the field, dangerous materials on the field, etc...
- The game is to be played if there is a minor issue with the field such as faint field lines or a field size that does not meet the league's standards. The center referee is to include any issues with the field in their game report.

What if there is a problem or question about league procedures prior to the game?

- If a coach has any problem at their game that requires league assistance, they are instructed to first contact their delegate. If their delegate cannot help or is unavailable, they can contact a league official [Monica Chrisanthon (610-513-3539), Goose Gosselin (610-331-8006), Tim Hoffman (610-909-1205), or Damon Nolan (610-310-3273)].

League's Sideline Procedures

- Teams should arrive at least 45 minutes prior to the start of their game.
- **Parents are to take the sideline directly across the field from their players. Parents from both teams will be on the same sideline but not permitted to cross the midfield line at any time during the game. All spectators must follow the league's sideline procedures about sitting BEHIND the spectator line (minimum 1yd off sideline) Home teams must make sure these lines are painted or cones use to mark off this area.**
- Coaches need to remain inside the "technical" area during the entire game.
- Only a maximum of three (3) Delco Soccer League carded coaches are permitted on the sideline with their teams. Coaches & their players are to remain on their half of the field as well during the game.
- Coaches are responsible for their behavior & that of their players & parents. If there is a problem the referees have been instructed by the league to deal with the problem by removing the coach if the behavior is not addressed by the coach immediately.

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- *The Delco Soccer League's "zero tolerance" policy is in effect at all games. Parents are asked that if they have something to say make it positive or don't say anything at all. If there is an incident or concern, the coaches have been instructed to report the issue to the league through the game report system.*

Pregame Procedures

- Rosters / Game-Day Line-up Form generated only from the EPYS system must be exchanged between the two coaches & a copy given to the referee.
- **The referee is to give his name and the names of all assistant referees, with correct spelling to both coaches prior to the game.**
- Jersey numbers must be listed on the roster & any player not playing must be crossed off the roster or they will be considered as having played.
- There cannot be any duplicate jersey numbers or jerseys without numbers.
- Passes must be checked by each team against the roster & jersey numbers checked for accuracy with the player. For regular season games, club pass players may be used as long as they meet the league's club pass policy. Club pass players must be added to the team's roster with the player's name, uniform number, name of their team & the team's Delco division number. The player pass for the club pass player must be present during the pre-game for the player to be eligible to play. Club pass players may not participate in any playoff games, including play-in games. The referee is not to handle the players check-in procedure. They can be part of it if they choose, but each coach must check their opponent's credentials before the game begins.
- Passes for all coaches are to be given to the referee prior to the game. The referee is to hold the passes during the game & given back to the teams at the end of the game. Only three (3) coaches are permitted on the team sideline & these team officials must have a valid pass.
- If a coach or player is ejected from the game, the referee is to hold the coach's pass or collect the player's pass following the game. The pass of the individual that was removed from the game is to be mailed to the league's referee liaison, Goose Gosselin per the instructions in the game report section.
- It is league policy that the teams are to include all referees' names, as well as the name, uniform number & type of misconduct for any player cautioned or ejected from a game & any coach ejected from a game. Prior to the game, the center referee is to provide the teams with the names of all referees working the game. Then following the game, provide both teams with the misconduct information.
- If a player arrives late he may not enter the game until he checks in with the referee. This responsibility may be delegated to the first assistant referee by the referee.
- For the finals there will be an assigned field marshal for each field in case there is a problem.
- Any concerns must be reported to the referee prior to the start of the game & included in the game report.
- All games should start on-time.
- Where only one referee is assigned to a game, the referee may ask each team to provide a club linesperson that is only responsible to indicate to the referee that the ball is out of play. The home team's club linesperson is to handle the touch-line with the teams & the away team's club linesperson is to handle the touch-line with the spectators.
- The first assistant referee assigned to the game is to handle the touch-line with the teams. The second assistant referee assigned to the game is to handle the touch-line with the spectators.
- If the referee does not show for the game, the first assistant referee is to replace the referee with the second assistant referee to assume the position of the first assistant referee. The referee may ask both teams to provide a club linesperson to indicate when the ball is out of play. The home team's club linesperson will handle these duties during the first half & the away team's club linesperson will handle these duties during the second half (& overtime in the case of a playoff game). Referees cannot use a two referee system (as used in high school games), even if the teams agree. If a game is played with a two referee system, the game will be considered a forfeit by both teams & the referees will be reported to the state referee committee.
- If the referee & first assistant referee do not show for the game, then the second assistant referee is to assume the role of the referee.

Referee Fees

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- Referee fees for all league games, including quarterfinals & semifinals, are the responsibility of the teams with each team to pay ½ of the total fees. Teams are asked to bring the proper breakdown of the fees when a full referee crew is scheduled. For the finals, the league covers the referee fees.
- In the case of a No Show Referee, the referee fees paid are to be adjusted so that the referees still only receive the correct fee based on being the center or assistant referee. Referees are not paid the full amount if there is not a full crew.
- The youth referee fees as approved by Eastern Pennsylvania Soccer Association for the current seasonal year (September to July) are to be used for all games, regardless of location (including if the league game is played in another state other than Pennsylvania).
- For games forfeited or cancelled after the league cancellation deadline of Thursday, 9:00 AM for any reasons other than field closure or league cancellation of the games, the referees will be paid for the full fees by the team that cancelled the game. Referee assignors will work with the club by providing the names, addresses, & the fee amounts for the club to send payment to the referees or through the assignor within seven (7) days of the game's scheduled date.

What team changes jerseys if there is a conflict?

- The home team listed on the schedule is the team who will change their jersey if there is a conflict.

Game Rules

- FIFA Laws of the Game rules apply except for the following modifications. To review the current Laws of the Game, visit the US Soccer web site at <http://www.ussoccer.com/Referees/Laws-of-the-Game.aspx>.
- Regulation game lengths (all games have a 5 minute halftime) & ball sizes:

U09-U10	(2) 25 minute halves	size 4 ball
U11-U12	(2) 30 minute halves	size 4 ball
U13-U14	(2) 35 minute halves	size 5 ball
U15-U16	(2) 40 minute halves	size 5 ball
U17-U18-U19	(2) 45 minute halves	size 5 ball
- For all age groups, either team may make substitutions during a kick-off or goal kick. A team can make substitutions on their own throw-in or on the other team's throw-in as long as the opposing team is making substitutions as well. During an injury stoppage both teams may make substitutions. However, only one player may be substituted for the injured player, & the other team may only substitute for one player. The consent of the referee is required before making any substitution. *Players must be **lined** up at the midfield line ready to enter the game.*
- When play is stopped while referee is issuing a caution (yellow card) for unsporting behavior, a team official may substitute for the player being cautioned to provide a "cooling-off" period & to improve game continuity & control. This action must be taken & completed without significantly delaying the game any further.
- For small-sided games (8v8), goalkeepers are restricted from punting (including drop kicks) the ball directly in the air into the opposing penalty area. The restart for this foul is an indirect kick by the opposing team from any point within their penalty area by a player of the defending team.
- For U09 games, goal kicks are taken from anywhere within the penalty (14 yard) area.

What if a playoff game is tied at the end of regulation?

- Play-In Games, Quarterfinals & Semifinals Overtime Procedure:
 - Play-in games, quarterfinal & semifinal games tied at end of regulation play two full ten minute overtimes, switching goals at the end of the first period. NO SUDDEN DEATH/GOLDEN GOAL.
 - Play-in games, quarterfinal & semifinal games tied at the end of the two overtime periods will be decided by kicks from the penalty mark. The best of five (5) kicks taken alternately by each team will determine the winner. Only those players on the field at the end of overtime may participate in the kicks. If the score is tied at the end of five (5) kicks, teams will continue to take kicks from the penalty mark, alternately, until there is a winner. All players on the field must take a kick before any player is allowed to take a second kick.
- Finals Overtime Procedure:
 - Final games tied at the end of regulation play two full ten minute overtimes switching goals at the end of the first period. NO SUDDEN DEATH/GOLDEN GOAL.

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- Final games tied at the end of the two ten minute overtime periods will result in co-champions (no kicks from the penalty mark).

Game Report

- The center referee for all league games must submit a game report within forty-eight (48) hours of the conclusion of the game. Referees should use the league's online game report system at <http://www.delcosoccer.org/referees>, but may submit a game report by mailing a standard USSF game report to Goose Gosselin at 316 Memorial Park Drive, Springfield PA 19064. Referees are encouraged to use the online system to assist the league with managing the thousands of game reports it receives each season, but can mail a report if they do not have computer access.
- Any center referee that does not submit a game report may be reported to the state referee committee.
- If an incident occurs during a game, including issuing a red card send-off & removing a coach or spectator, the center referee is asked to send an email to Goose Gosselin at dslrefliaison@delcosoccer.org as soon as possible with a short explanation of what occurred prior to completing the game report. This additional step is not necessary for yellow card cautions, but cautions are to always be included in the game report as the league tracks accumulations of cautions.
- In the case of an ejection, the referee is to retain the player or coach's passcard from the team. Along with contacting Goose directly & submitting the online supplemental report, the referee is to mail the passcard to Goose Gosselin at 316 Memorial Park Drive, Springfield PA 19064 within 48 hours of the game.
- If there are any other issues that the referee feels the league should be made aware of, they are to complete the online supplemental (incident) report along with the game report.
- A game-day worksheet has been developed to help referees with preparing their game notes. This worksheet can be downloaded on the Delco Referee page.
- To speak directly to the league referee liaison, Goose Gosselin, you can reach him at 610-328-5256.