

COMMONWEALTH SOCCER OFFICIALS ASSOCIATION, INC.

From: The Commissioner
To: Commonwealth Soccer Officials
Subj.: **POINTS OF EMPHASIS 2006**
Date: December 30, 2005

To help us better officiate our games this season, here are some points of emphasis and guidelines from the National Federation of State High School Associations, the Virginia High School League and CSOA. These guidelines are provided to promote uniformity and consistency among our officials. These guidelines do not cover every situation and when in doubt please apply the following guidelines: first, *player safety is our primary concern*; second, *we want to play all games*; and finally, *when in doubt use common sense*.

Please note there are some changes in the format for the guidelines to better highlight the NHSF rule changes and NHSF Points of Emphasis. The CSOA “*italicized*” comments are designed to provide you with our procedures concerning these rulings.

1. PREGAME ADMINISTRATION

- ARRIVAL TIME - VHSL requires the referee team to be at the field and ready to start the pre-game activities a minimum of **15 minutes before kickoff**. ***CSOA Guideline: 30 minutes before kickoff so that pregame conference and administrative duties can be accomplished.***
- TEAM AREAS - The National Federation still makes provision for teams to be located on the same side or opposite side of the fields. Although VHSL desires teams to be located on the same side - it does not mandate it. Be flexible and be prepared to handle substitutions accordingly. ***CSOA Guideline: Team areas should be marked and we should keep team personnel and coaches within the designated areas. If not marked, remind them of the requirement and note it on the game report. If the coach persists in leaving the designated area - warn the coach and then caution him/her at an appropriate stoppage of play.***
- GOALS - Portable goals must be securely anchored to the ground to prevent them tipping over during the game. Stakes or sandbags are appropriate.
- OFFICIAL TIME - **Official time should be kept on the stadium clock.** Please make sure you determine the official time keeping responsibility during pre-game discussions. Also, encourage them to run the clock down to zero and not turn it off at 2 minutes if the official time is being kept on the field.
- SCORER/TIMER - If the scorer and timer are not on the field, please arrange some means to communicate with them on timing issues. You can verify scoring and cards at the breaks between periods.
- GAME ROSTERS - Game rosters are still required to be submitted prior to kickoff. **Note: Names can be added to**

the game roster AFTER the game has started. Bench personnel (coaches, trainers, and managers, etc.) must be included on the roster.

CSOA Guideline: Rosters should be obtained prior to the game - However, we don't want to get in a confrontation with a coach prior to the game and get off on the wrong foot. Coaches may be having a difficult time preparing the rosters because of delays in the first game, late arrivals, etc. so be understanding. If you have a problem getting the team roster prior to the start of the game, note it on your game report.

- **1 Yard Hash Marks** - The 1 yard hash mark 11 yards from the corner flags should be marked. If not, remind coach and game administrator.
- **Goal Post Padding** – Goal posts may now be padded up to a minimum height of 6 feet. Padding can be no more than 1 inch thick.
- **Field Conditions** - The host institution (**AD/Game Administrator**) up until game time will determine if the field is playable. Once the game begins, the referee alone is responsible to determine if the game may be safely continued based on field conditions.

- Weather Conditions - Our major concern will be during a thunder/lightning scenario. As soon as thunder and/or lightning is noticed the referee will suspend the game and begin the sequence to determine when play can be resumed. Each Region has its own policy (**NFHS Standard is 30 minutes**). *CSOA Guideline: Check with the game administrator prior to the game for proper time - 30 minutes is the NFHS STANDARD minimum time. After a suspension of play, coaches, referees, and game administrator should be consulted prior to resuming the match. Error on side of safety. NOTE NFHS has adopted the 30 minute rule as its guideline. Remember – The referee still has the final say on field conditions after a rain/lightning delay.*
- Coin Toss – (2006 Rule Change – Coaches will now attend the Pregame Conference along with the team captains.) **Please take care of any administrative points to include sportsmanship prior to the coin toss. Let the coaches go and then complete the coin toss. If both benches are on the same side do the coin toss on the sideline, if not do the coin toss in the center of the field.** Remember the winner of the toss gets to choose the ball or side to defend.

2. SUBSTITUTIONS

- NUMBER - Remember that in HS substitutions are unlimited **except during a penalty kick** when the only person that can be substituted for is an injured or cautioned player and the substitute **CANNOT** take the penalty kick. **Note the following editorial changes for 2006**
 - **Unlimited – between periods and after a goal**
 - **Either team may substitute an unlimited number provided they have checked in – goal kick; injury;caution; disqualification; and communicable disease**
- REPORTING REQUIREMENTS - Remember that substitutions must report **prior** to the dead ball situation to enter prior to a **corner (offensive team) or throw-in, or goal kick.**
- THROW-IN/CORNER KICK - Both teams may substitute on a throw-in or corner kick providing the team in possession substitutes and the substitutes have reported in prior to the ball going out of play.
- INJURY SUBSTITUTIONS - If you have an injury and you stop the game to attend to the injured player. **The player must leave the field and he/she cannot reenter until the next opportunity for a substitution (dead ball or normal substitution opportunity.) If the team elects to substitute for the injured player, the player cannot return until the next opportunity for his/her team to substitute. This includes the goalkeeper - so insure the goalkeeper needs assistance prior to bringing personnel on to the field. Remember a team may elect to play a player down for the injured player, if they play a player down then the injured player may return at the next stoppage . If one team has possession at the stoppage of play for the injury, restart is an IDFK.**
- BLEEDING/BLOOD ON PERSON/UNIFORM - These situations have to be treated immediately by stopping play and removing the player(s) from the game. After treatment, the player(s) may return on the next opportunity for substitutions unless team plays a player down (**Note – the same substitution criteria is applied here as for an injury.**)
- Misconduct – After a misconduct (yellow card), the player must leave the field and cannot return to the field until the next legal opportunity for substitution regardless if his/her team plays down or substitutes.
- GOALKEEPER CHANGING WITH FIELD PLAYER - The goalkeeper may change places with a field player at any time a substitution is allowed, or whenever the clock is stopped, providing the uniforms are legal. Any time the goalkeeper is changed the referee shall be notified.

3. PLAYER EQUIPMENT

- UNIFORMS - Home light colors/visitors dark - contrasts the home team changes. Socks all have to be the same color and light or dark depending on the team. Any garment worn under shirts or shorts must all be of the same color and length. **NOTE: - Stockings - Stockings must be of a single dominant color.** Bumblebee and tie-dyed socks are out.
- LOGOS - One logo and one American flag are permitted on the shirts and shorts.
- GOALIE UNIFORM - The shirt of the goalkeeper must be distinct and he/she is authorized to wear different color short and socks than their teammates. **Note: If the goalkeeper is replaced and subsequently becomes a field player he/she must be attired similar to their teammates.**
- SHIN GUARDS - All players must wear shin guards to include players with knee braces. **Players may not alter shin guards, wear them where protection is not provided to the shin, or wear shinguards that are not AGE or SIZE appropriate (i.e (ADULT small, medium, large, etc))** Shin guards must be worn with the bottom edge within two inches of the ankle.

- **ILLEGAL EQUIPMENT** – If a referee notices a player with illegal equipment the referee should order the player off the field at the NEXT stoppage of play to correct the problem. **EXCEPTION** - if the referee determines there is an immediate dangerous situation then stop play **IMMEDIATELY (IDFK to team in possession of ball)**. The player may return at the next stoppage of play once the problem is corrected (have him/her report to AR to verify problem is correct.) No substitution may be made for the player until the next opportunity for the team to substitute. **Penalty - IDFK.**
- **JEWELRY** - NO jewelry! Medical tags and medical bracelets are okay. Note - they must be taped to the skin
- **CASTS/BRACES** - PLAYERS MAY PLAY WITH CASTS/BRACES AS LONG AS THEY ARE PADDED AND WILL NOT CAUSE INJURY TO PLAYERS DURING THE COURSE OF THE GAME. **MUST HAVE MEDICAL RELEASE THAT AUTHORIZES THEM TO PLAY WITH CAST!** Note - stockings or some other material must cover Ankle braces.
- **MANUFACTURED SLEEVES FOR LEG BRACES** – Commercially manufactured sleeves for leg braces are authorized **NOTE – LEG BRACES CANNOT HAVE ANY EXPOSED METAL (2006 RULE CHANGE)**
- **REMEMBER** - Face and spectacle guards are illegal - glasses/sports glasses are legal.

4. OFFICIALS DUTIES

- **JURISDICTION** - Begins and ends when you enter and exit the pitch.
- **GAME REPORTS** - All games will be reported via the Commonwealth Soccer Officials Game Report Form. **The senior official will be responsible to fill out the game report form.** (See page 7)
- **SCORE VERIFICATION** - The senior official must verify the score at the half and at the end of the game.
- **TIMING** - Official time should be kept on the stadium clock if possible. All varsity games consist of two 40-minute halves. JV games are either 30 or 35 minutes depending on the Region. The Northern Region (Fairfax) JV games are 35 minute halves. The Northwestern Region JV games are 30-minute halves. (The location of the game determines the length of the half.) *CSOA Guideline: It is important to keep the JV games moving so the varsity games can start on time. To meet this goal, we will NOT stop the clock in JV games after goals, cautions/ejection, penalty kicks, etc. Injuries are the only reason for a stoppage, and we should keep them to a minimum. Normally with only one and one-half hours from the start of the JV game to the start of the varsity game we need to keep things moving.*
- **OVERTIME** - All VHSL varsity **regular** season games ending in a tie will be required to play **two full five minute overtime periods**. Time between regulation and the first overtime is 5 minutes and between overtime periods is two minutes. All VHSL *playoff* games ending in a tie will use the two full five minute overtime periods followed by two five minute golden goal overtime periods followed the penalty kicks.
- **PENALTY KICK TIEBREAKER** - VHSL rules state that, if a penalty kick tiebreaker is required to determine a winner, the coaches will designate five kickers to take the kicks. If still tied at the end of five then they must designate a second group of five kickers who will participate in the sudden death portion of the penalty kick tiebreaker portion (**NOTE: THEY MAY CONTINUE TO USE THE SAME FIVE KICKERS OR ADD NEW ONES**). If you go beyond 10 then another set of five is required. **NOTE: ORDER OF KICKERS DOES NOT MATTER.**
- **SECOND WHISTLE** - Remember a second whistle is required after a stoppage of play for a substitution, injury, caution, ejection, penalty kick, or when setting a wall/encroachment.
- **TEMPORARY SUSPENSION** - If you have a temporary suspension of play (e.g. injury), and one team is clearly in possession of the ball, restart the game with an indirect free kick for the team in possession of the ball at the time of the suspension. **Please note that the goalie does not have to punt the ball if he or a field player is injured and you require a temporary suspension of play**
- **MANDATORY SPORTSMANSHIP DISCUSSION WITH COACHES AND PLAYERS PRIOR TO GAME** – the referee or lead referee must remind both the coaches and captains about proper sportsmanship during the contest. This will be done with the Captains and Coaches together prior to the coin toss.
- **SIGNALS** – **NOTE: NFHS HAS RETURNED TO MANDATORY SIGNALING FOR FOULS AND THE SEQUENCE HAS CHANGED FOR 2006 – WHISTLE; INDICATE FOUL; AND THEN DIRECTION** - PLEASE REVIEW THE APPROVED SIGNALING PROCEDURES FOR REFEREES AND ASSISTANT REFEREES.
- Post Game - Once the game has ended please move away from the teams and coaches to a "neutral" area. It is the responsibility of the Activities Directors and the coaches to take care of the post-game formalities. *CSOA Guideline: By removing yourselves from the immediate area, you will avoid any controversy and diffuse any post-game remarks about the officiating. If someone has something to say then they must come into your space. Remaining*

in their space just invites comments that you will have to deal with. Scorekeeper can come and find you and verify the score.

- **REPORTING EJECTIONS** - Report all ejections within 12 hours via the ejection report link found on the website at www.csoaref.org. However, if there is something I need to know about right away (fight, coach ejection, etc.) CALL ME!!!!!! Phone number is 703-791-5963 (voice mail) and e-mail to stennerpr@comcast.net.

5. GAME POINTS

- **INJURIES** - Remember that safety is of the utmost importance and VHSL requires that we keep player safety at the forefront of our decisions. The coaches expect that we immediately take care of injured players. So when in doubt stop the game and take care of injuries. Remember if one team has clear possession of the ball the game restarts with an indirect kick for the team in possession of the ball. **If someone is faking an injury, you can always caution him or her. THERE IS NO ADVANTAGE CLAUSE DURING AN INJURY EVEN IF THE INJURY RESULTED FROM A FOUL!**
Remember - No coaching by either coach during an injury time-out - players may go to the sideline for water - don't let the coach engage you in a discussion of the injury/game. Assistant referees remind the coaches of the prohibition against coaching, if they begin to engage in coaching. Remember to be tactful. CSOA Guideline: Stay away from the injured player, teammates, and coaches - avoid putting yourself in a position where a dissent may result which will cause you to have to caution or eject someone. Injuries are usually emotional times, and you don't want to become a target for abuse.
- **DROP BALLS** - Drop ball along touchlines 5 yds from line.
- **OFFSIDE** - Remember that even is on and that players may be in an offside position as long as they are not seeking to gain an advantage or interfering with play. **Even is on!**
- **CHARGING THE GOAL KEEPER IN THE PENALTY AREA** - Unlike USSF, the goalkeeper **may not** be charged in the penalty area unless the keeper is obstructing or dribbling the ball with his/her feet. Once the keeper releases the ball to his or her feet, they become a field player and can be legally charged.
- **TRICKERY** - Trickery cannot be used to pass the ball back to the goalkeeper. Remember that it is the feet that cannot be used to play the ball to one's own head, chest, or knee to play the ball back to the goalkeeper. **Remember the violation does not occur until the goalkeeper touches the ball with his/her hands. Penalty - indirect kick from the spot of the foul.**
- **GOALIE DELAYING TACTICS** - The law has been modified to include a **six-second** limitation on the goalie possessing the ball with his or her hands. This law is designed to eliminate tactics designed to waste time. Time wasting by the goalie is solely a judgement call by the referee and must be consistent throughout the game. Call it the same way in the 5th minute as you would in the 78th minute. We need to give the keepers enough time to reposition their team and get the ball back into play. Use common sense and warn them before you call it.
- **INCIDENTAL LANGUAGE** - This is probably the toughest area to deal with. Players get frustrated with themselves and the game and will sometimes say things in a spontaneous manner. If this language is directed at someone and is considered deliberate, it then becomes **abusive, offensive, and/or insulting language that should be dealt with by ejecting the offending party.** In the case of incidental language, it is a cautionable offense and should be penalized if the language carries beyond the field of play. At a minimum you should talk to the player and remind him/her of their sportsmanship responsibilities.
- **TAUNTING** - Taunting is defined as a word or act designed to incite or degrade the opposing players, officials, coach, or fans. We need to understand that certain times during games emotions will be running high and that the potential exists for unsporting conduct in the form of taunting. We need to be watchful and on top of the situation. The most difficult form of taunting to recognize is the verbal taunt away from the ball. **If you have a taunting incident for which you stop play, the penalty is ejection (red) and an indirect free kick from the point of the foul. If you are unsure, but know something of an unsporting nature took place then please use a caution (misconduct/yellow) and get on with the game. NOTE: TAUNTING IS NOW A MANDATORY RED CARD PERIOD!**
- **EXCESSIVE CELEBRATIONS** - (This rule is directed at time wasting for celebrations and creating an excessive disruption to the restart of the game. An ejection for something of this nature should NEVER HAPPEN because the referee should be on top of things and get the game going. If you feel that this has happened, first warn the coach of the offending team if this happens again, you will EJECT the COACH. **PLAYERS EJECTED FOR EXCESSIVE CELEBRATIONS MAY BE SUBSTITUTED FOR. IF THE EXCESSIVE CELEBRATION IS DIRECTED AT THE OTHER TEAM, IT THEN MAY BECOME TAUNTING WHICH THEN BECOMES A HARD RED.**

- **COACH/BENCH MISCONDUCT** – Any misconduct from the bench area that requires the issuing of a caution, the caution will be administered to the HEAD coach. Any subsequent incidents that warrant an additional caution, the HEAD coach will be issued a RED card. **There are NO YELLOW CARDS TO ASSISTANT COACHES OR DOUBLE YELLOW CARDS TO COACHES.**

- **SECOND CAUTION** - If a player receives a second caution (yellow card), he/she may be substituted for and the team does not have to play down a player. The proper mechanics for issuing the yellow/red card is to first show the yellow and then show the red card. *CSOA Guideline: Do not show both cards at the same time - you may leave yourself vulnerable for an assault.*
- **LEAVING THE TEAM AREA** - Any player, coach, or bench personnel that leave the team area without permission and enter the field of play during an altercation will **automatically be ejected**.
- **PENALTY KICKS** - ONCE THE KICKER HAS STARTED HIS OR HER MOVEMENT TOWARD THE BALL - THE KICK MUST BE TAKEN (**FEINTING BY THE KICKER ON PENALTY KICKS IN HIGH SCHOOL IS NOT PERMITTED**).

NOTE: ALL PLAYERS MUST BE BEHIND THE PENALTY MARK PRIOR TO THE TAKING OF THE KICK EXCEPT THE GOALKEEPER!

- **CHARGING** - A player shall be penalized for charging an opponent in a dangerous or reckless manner, or using disproportionate force.
- **OBSTRUCTION** - Obstruction is the deliberate act by a player, not in possession of the ball and/or not attempting to play the ball, of running between the opponent and the ball or using the body as an obstacle. **NOTE - IF CONTACT IS MADE IN AN OBSTRUCTION IT THEN BECOMES A HOLD, WHICH IS A DIRECT KICK FOUL!**
- Remember the following:
 - Goals CAN be scored directly on goal kicks and kick-off.
 - Goalkeeper CANNOT handle throw-ins directly from his/her teammates.
 - Goalkeeper MAY move laterally on penalty kicks.
 - Ball DOES NOT have to roll circumference before being in play on free kicks/place kicks.
 - Ball MUST move forward on kick-off and penalty kick.
- **NOTIFICATION OF PLAYERS/COACHES FOR CAUTION/EJECTIONS** - *CSOA Guideline: - For ALL RED card offenses - yes tell the coach and the player. For all second yellows/Red - talk to the coach if the second yellow is for a unsporting type of offense (e.g. delay, dissent, language, etc.), if it is not something that you think the coach has to know immediately then tell him/her at some other appropriate time. Yellow Cards - same procedure as for second yellow/red - if it is something related to sportsmanship or rough play that needs to be brought to their attention and they need to correct immediately then let them know immediately. Remember - When you go to tell them bad news, they might not like it and may voice some displeasure - think of how you are going to handle it.*
- **THROW-IN** - The ball must enter the field of play. **PENALTY** – If the ball does not enter the field of play, the throw-in is awarded to the opponent.
- **MISCONDUCT (UNSPORTING ACTS)** – The following acts are considered unsporting and can result in a caution (yellow card) being issued:
 - Unnecessary delay – kicking/throwing the ball away
 - Holding shirt/shorts
 - Deliberate verbal tactics to distract an opponent
 - Deliberate handball to stop attack
 - Deliberate tactical foul
 - Faking an injury
 - Faking a foul
- **FREE KICK AWARDED AT SPOT OF INFRACTION (2006 RULE CHANGE)** - Rule 12-8-1, 12-8-2, and 12-8-3 all prescribe penalties resulting from misconduct (red or yellow card). **FREE KICK WILL NOW BE TAKEN FROM THE SPOT OF THE INFRACTION. OFF THE FIELD INCIDENTS THAT RESULT IN A FREE KICK BEING AWARDED WILL BE TAKEN FROM THE LOCATION OF THE BALL AT THE TIME THE PLAY WAS BLOWN DEAD.**

6. ASSIGNOR NOTES

- **ASSIGNMENTS** - Assignments will be made via ARBITER based on the availability you put into the system (www.thearbiter.net). **ARBITER assumes you are available unless you specify otherwise.** Confirm your assignments

promptly through ARBITER. ARBITER reports confirmations to the assignor. There is no need to separately notify him. It is helpful if you let him know via e-mail why you declined a particular assignment.

- **EMERGENCIES** - If you cannot make a game please notify the assignor ASAP so he can find a replacement.
- **SWITCHING ASSIGNMENTS** - Please do **NOT** switch assignments with another official without checking with the assignor first.
- **NO SHOWS** - If there is a no show for a game please notify the assignor just as soon as you can. If it is a JV game then we may be able to get a substitute for the varsity game.
- **GAME CANCELLATIONS – ANTICIPATE** the weather and don't relax on fair weather days. Schools sometimes cancel games based on other priorities—busses, lights, in-school emergencies. **ALWAYS CHECK** your e-mail and the website, www.csoaref.org, for cancellation information first. Call the schools second. Schools are moving to a web-based notification procedure for parents, officials and other interested persons. If you do not have access to the web and there is no hot line number call the AD's office up to 4pm. CSOA will post cancellations on the website as they occur and you will also be notified via ARBITER. Do not call the assignor, he will be otherwise occupied.
- **CALL YOUR PARTNERS – THIS IS A MANDATORY REQUIREMENT.** Head referee for JV games and the center referee for Varsity games please call your partners at least 24 hours prior to the game. AR's if you don't hear from the senior referees then you must call them. There are no exceptions to this requirement.
- **WEB-BASED INFORMATION** – Effective this spring the default locations for up-to-date information are the CSOA home page and associated links and the announcement section in Arbitr. Check each daily. Click on the CSOA logo at the top of each ARBITER page to go immediately to the website.
- **ASSIGNOR INFORMATION** – Miles Kara will do the assigning this year. He has been a member of CSOA for two decades He knows the schools, the procedures, the officials, and ARBITER. He will assign further in advance than ever before. Use e-mail as the primary means of contact so that essential information passed along can be documented. Use the phone numbers sparingly, especially the new CSOA cell number. That number will function as the primary game-day management tool with the schools particularly and for officials with emergency situations only. Non time-sensitive phone calls should go to the basic CSOA number. Miles will check voice mail frequently and may auto-forward calls to the CSOA cell phone or his personal cell phone from the basic number.
 - CSOA - 703-743-2217
 - Fax - 703-743-1618
 - TREC – 703-357-7921
 - E-mail - csoa@comcast.net

7. MISCELLANEOUS

- **UNIFORMS** - The **primary uniform is the USSF yellow shirt**, black shorts with striped socks. Shoes should be all black. Everyone is required to wear the VHSL patch. Alternate uniform is the **RED OR BLACK** shirt. If all members of the crew do not have alternate jerseys at the game site, then the referee only will change.
- **DISCIPLINE** - Any formal complaints against a referee will be referred to the Disciplinary Committee for resolution. The Committee will make a recommendation to the Board of Directors on each case that will make the final decision and notify the individuals concerned.
- **GRIEVANCES** - If for some reason you have a grievance, your course of action is to deal through the Grievance Committee. The Chairman of the Grievance Committee is Mike Flynn and he will assist you in your grievance. His home phone number is (703) 368-1782 or email oflynn50@hotmail.com.
- **FEES** - ALL NEW MEMBERS WILL PAY A ONE -TIME FEE OF \$20.00 WHICH WILL BE TAKEN OUT OF YOUR EARNINGS AT THE END OF THE SEASON.
- **FINES** – Unfortunately, we have referees who are late or miss games. The VHSL requirement is that you arrive at the game site **15 minutes** prior to game time. **CSOA would like you there 30 minutes prior to game time.** The following is a listing of standard fines:
 - LATE FOR GAME (15 MINUTES PRIOR TO KICKOFF OR LATER) - **\$15.00**
 - MISSED GAME (LATER THAN HALF TIME) - **Forfeit game fee plus fine of game fee**
 - UNIFORM VIOLATION - **\$10.00**
 - Notification of fines will be done via mail and will be deducted from earnings at the end of the year. If you feel that fine(s) is/are in error then you can contact the Commissioner and/or the Grievance Committee Chairman.

NFHS POINTS OF EMPHASIS FOR 2006

- **TAUNTING** - Taunting is now a straight red card for NFHS
- **RESTART FROM POINT OF INFRACTION** – Misconduct on field of play results in Free Kick from point of infraction not location of ball
- **OFFICIAL, TEAM, AND SPECTATOR AREAS** – Required to be marked. Will be difficult to enforce since most fields extend up to track
- **LEGAL EQUIPMENT** – Make sure that players have legal equipment and that problems with illegal equipment are resolved prior to the game.
- **SUBSTITUTIONS** – NOTE CHANGES TO SUBSTITUTION RULES AND REPORTING INSTRUCTIONS
- **PARTICIPANT CONDUCT** – Good sporting conduct must be displayed by coaches, players, officials and spectators.

GAME REPORT/EJECTION REPORT

Note: It is mandatory that a game report be sent for every game officiated. This report will not only serve record of the game, but also as a record for purposes of a payment of game fees. Report all ejections and serious incidents to the commissioner within 12 hours. **The game report and ejection report shown below are for information purposes. These reports can be directly accessed from the CSOA WEB Site <http://www.csoaref.org> at the GAME REPORTS PAGE**

CSOA REFEREE GAME REPORT

Game Date: _____ Final Score (H) _____ (V) _____ MEN WOMEN (V) (JV)

SCHEDULED START TIME: _____ ACTUAL START TIME: _____

HOME: _____ VISITOR: _____

COACH: _____ COACH: _____

NAME	NO	TIME	CAUTION	NAME	NO	TIME	CAUTION
			12345				12345
			12345				12345

CODE FOR CAUTIONS: 1 - ENTERING OR LEAVING W/O REFEREE PERMISSION;
 2 - PRESISTENT INFRINGEMENT; 3 - DISSENT; 4 - UNSPORTSMANSHIP CONDUCT;
 5 - INCIDENTAL PROFANE LANGUAGE (ONE REASON FOR PLAYER)

CAUTIONS (H) _____ (V) _____ EJECTIONS (H) _____ (V) _____

SPORTSMANSHIP: HOME _____ /40 VISITOR _____ /40

REMARKS:

R	R1 NAME _____	PHONE _____
L1	R2 NAME _____	PHONE _____
L2	NAME _____	PHONE _____

REMINDERS:

1. Game reports must be prepared on each game (for those with e-mail game reports can be submitted easily within 12 hours). Senior referee for the match is responsible for filling out the report (first referee listed for JV and center referee for Varsity.)
2. **All red cards (except second yellows) must be reported within 12 hours via the Web site ejection report format. If it is some that you think I need to know about right away call (703-791-5963), or email me at stennerpr@comcast.net. I need to report them to within 24 hours.**
3. Any incidents with supervisors (i.e. activities directors, coaches, trainers, spectators, etc. **must also be reported immediately (703-791-5963 or email stennerpr@comcast.net).**
4. Sportsmanship points: The maximum points for each team is 40 points. **You must deduct 5 points for each yellow card. If you give a red card (not double yellow), the team gets 0/20 team points. If a coach gets ejected, then the maximum score is 0/40.**
5. Please remember to include **both the name, number, and reason on all cautions and ejections.**
6. Please follow the guidelines in awarding points.
7. Please note any injuries that are of a serious nature should be noted in the remarks portion of the report

**VHSL
Officials Code of Ethics**

Officials at an interscholastic athletic event are participants in the educational development of high school students. As such, they must exercise a high level of self-discipline, independence, and responsibility. The purpose of this Code is to establish guidelines for ethical standards of conduct for all interscholastic officials.

Officials shall master both the rules of the game and the mechanics necessary to enforce the rules and shall exercise authority in an impartial, firm, and controlled manner.

Officials shall work with each other and their state association in a constructive and cooperative manner.

Officials shall uphold the honor and dignity of the profession in all interaction with student-athletes, coaches, athletic directors, school administrators, colleagues, and the public.

Officials shall prepare themselves both physically and mentally, shall dress neatly and appropriately, and shall comport themselves in a manner consistent with the high standards of the profession.

Officials shall be punctual and professional in the fulfillment of all contractual obligations.

Officials shall remain mindful that their conduct influences the respect that the student-athletes, coaches, and the public hold for the profession.

Officials shall while enforcing the rules of play, remain aware of the inherent risk of injury that competition poses to student-athletes. Where appropriate, they shall inform event management of conditions or situations that appear unreasonably hazardous.

Officials shall take reasonable steps to educate themselves in the recognition of emergency conditions that might arise during the course of competition.