

# 2012-2013 Assignor Clinic

## LCSL Game Day Procedures



Prepared by  
Louisiana State Referee  
Committee

Revised August 1, 2012

## Purpose

- To ensure uniformity in understanding and application of all rules & procedures associated with LCSL
- To provide information to be passed along to referees being assigned to LCSL games



## Get Approved to Assign LCSL Games

- Following this presentation, you will answer a short quiz to ensure you have read and understood the material.
- A passing score of 80% is required to become approved for assigning LCSL games for 2012-2013 season.
- You may view the presentation and retake the test as often as needed to pass the quiz.

## Rosters- Comp I

- Roster Limits (GotSoccer Rosters)
  - U11-U13- 18 Player Max Roster
  - U14-U19- 22 Player Max Roster
- If more than 18 players are listed, players must be marked through on the official roster that is presented to the referee prior to the match
- Any suspended player must be included in the 18 player game day roster
- All players should have a jersey # on the roster, and any changes should be noted on the roster

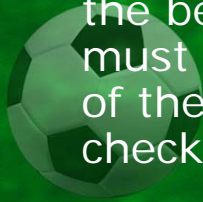
## Rosters- Comp II

- Roster Limits
  - U11-U13- 18 Player Max Roster
  - U14-U19- 22 Player Max Roster
- ALL players on the roster are eligible to play unless a suspension is being served



## Checking Passes/Rosters

- Team will give player passes & official Game Report/Roster from GotSoccer to Referee before the game
- Referee **MUST** check players against roster and player pass.
- If passes/roster are not present at the beginning of the game, they must present them prior to the end of the game. The referee shall still check the passes.



## Checking Passes/Rosters Continued

- Game Report which includes the Roster may be in electronic form i.e. (iPad, iPhone, etc...), but passes **MUST** be present
- If only one game report present, then the roster on that game report for each team is the official roster
- Referees should note on game report if passes and rosters were present/checked.



## CLUB Pass Players

- Players who play on another team for the same club may play in a game provided they have the proper paperwork
- Player jersey number must be unique
- Proper Paperwork
  - LSA Approved Club Pass Form attached to the game report and the Player's name written on the game report
  - Limit to 3 Club Pass players per game
  - Included in the limit for maximum roster size



## Game Durations/Game Balls

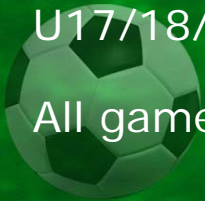
U11/12      2 - 30 minute halves      Size 4

U13/14      2 - 35 minute halves      Size 5

U15/16      2 - 40 minute halves      Size 5

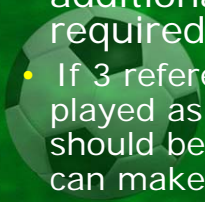
U17/18/19      2 - 45 minute halves      Size 5

All games may end in a tie.



## Grace Periods

- 10 minute grace period to reach minimum # of players
  - 11v11 Min # of Players is 7
  - 8v8 Min # of Players is 5
- Once minimum number of players are present, the match begins at game time.
- Grace periods may not be used to permit additional players to arrive once the minimum required number of players are present
- If 3 referees are not available, the game can be played as long as both coaches agree. Every effort should be made to contact the assignor to see if a 3<sup>rd</sup> can make it in a reasonable time



## Pre-game - Rosters

- Suspended players may not be on the bench.
- Non-participating players must be identified by the referee.
- Non-participating players must behave appropriately and can be dismissed for misconduct.



## Pre-game - Choices

- The team listed first is the home team.
- In the event of a color conflict, the home team shall change into a light jersey
- Home team has choice of bench



## Pre-game – Referee Fees

- Payment of referees will be “CASH-IN-HAND” at the field by the team managers prior to the games. Each team will contribute one-half the total referee fees for that age group.

Age Group	Referee	AR1	AR2
U11/U12	30	20	20
U13/U14	35	20	20
U15/U16	40	25	25
U17/U18	50	40	40



## Substitution Rules

Substitutions may be made with the consent of the referee, at the following times:

- Prior to a throw-in in your favor.
- Prior to a goal kick by either team.
- After a goal by either team.
- After an injury, by either team when the referee stops play.
- At half time.
- When the referee stops play to caution a player, only the cautioned player may be substituted prior to the restart of the game.



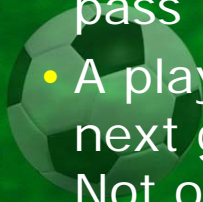
## Game Conditions Weather

- If weather conditions require a game to be suspended:
  - notify teams that the game is SUSPENDED, not terminated, over or ended
  - encourage all players, coaches, etc. to leave the field
  - immediately seek shelter
  - be sure to record the score and the time the game was suspended (both time of day and time elapsed in the game)
  - record the restart required and position on the field when the game is resumed



## Handling Send-Offs

- A player who is sent-off shall leave the playing area/sideline under the supervision of an adult designated team representative
- Team manager keeps the player pass
- A player sent off can be at the next game, spectator side only. Not on the bench.





## Handling Send-Offs

- Coach who is sent off shall leave the vicinity of the playing area and have no further contact with the team until the game is over. If no other team official is present, the game is terminated.
- Coach serving a suspension can't be at the complex unless coaching another team
- No credentialed coach/team official– no game

## Handling Send-Offs

- After the match, referee shall complete a USSF Game Report. Make sure all members of the crew review the report and agree with details.
- USSF Game Reports (that have a send off) shall be emailed to Bill Rushing (Bill.Rushing@wsnelson.com) within 48 hours of the match

## Concussions

- Any suspected head injury – have a trainer come over immediately
- No hurry to remove the player and restart the game– player safety is foremost here
- If the trainer or any other medical personnel advise of a POSSIBLE concussion, the player can no longer play in that game
- Complete a game report noting the injury and all circumstances. Game report to be sent to Bill Rushing
- If no trainer/medical personnel present, then the referee makes the call



## Post-Game Duties

- Give the player passes and Got Soccer game report back to the team manager.
- Leave the field promptly. Do not stand around looking for congratulations. Do not engage in post game discussions with coaches or spectators.



## Post-Game Duties

- Before submitting game report:
  - Have the entire crew initial the score card to verify the score.
  - Ensure scores and teams have not been transposed.
  - Ensure the proper names/numbers are included for players cautioned or sent off.
- Record the game information and submit the game report.
- **Get it right!**

## Post-Game Duties

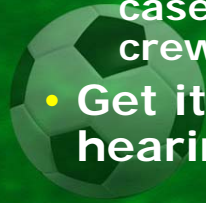
### Final Game Report

- Mark cautions and sendoffs next to player's name on the front of the GotSoccer Game Report
- ALL members of the crew shall initial the game report



## Post-Game Duties

- If you have to write a USSF report
  - Get all info correct. What when, where, times, player numbers
  - The facts only, not opinion
  - CLEAR AND LEGIBLE!
  - Entire crew should be involved.
  - One report with 3 signatures. Some cases will require a report by each crew member.
- Get it right! It may be used in hearings.



- Have a great LCSL Season
- Thank you for your efforts and dedication to the beautiful game.

