

### Timeouts

- Each team is allowed one timeout per half lasting one minute. Teams cannot carryover an unused timeout to the next half. Players must remain on the field and coaches can enter the field.
- Timeout may be called at a dead ball by a coach or a player on the field *from the team owning the offensive re-start*: penalty kick, corner kick, goal kick, throw in, or free kick (direct or indirect).
- Timeout may be called by *either team* at a dead ball: after a yellow or red card has been issued, a goal has been scored, after time has been stopped for an injury, or at a dropped ball.
- There can be unlimited substitutions by either team after a timeout.
- If a team calls timeout during the dead ball time to attend to an injured player, the injured player may re-enter the game after the timeout.
- If a team calls timeout during the dead ball time when a caution is being issued to a player, *that player may NOT re-enter the game after the timeout but must wait until the next legal substitution opportunity* after the game has been re-started.
- If a team calls a timeout prior to a penalty kick, the kicker must be someone that was on the field when the foul was called. The referees should ask the team taking the PK to choose a kicker *PRIOR to allowing the teams to have the time out*.

### Players Receiving a 2<sup>nd</sup> Yellow Card

- A player committing a second yellow card infraction in the same contest receives a red card – no exceptions. *It should be reported as only a red card.* (not two yellows, not one yellow and one red).
- \*\*\*Please note: in the NFHS Rule Book, under situation 12.8.2, it states that a player receiving a second yellow should be shown a second yellow, then shown a red. This is still the correct protocol for the above situation.
- If the player receiving the second yellow card was on the field at the time of the card that team plays short. If the player was on the bench at the time, that team still plays with 11 players.

### Play Stopped for an Injury

- Anytime the game clock is stopped for an injury, the player with the injury **MUST** leave the field and may be replaced. This applies to field players and goalkeepers. If the goalkeeper is the injured player then he/she **MUST** be replaced. This rule

applies to all situations, regardless of whether the coach or trainer comes out on to the field. \*\*\*Use your discretion when deciding whether or not to stop the clock.

### **Advantage**

- If there is an obvious foul and you decide NOT to blow your whistle to see if advantage develops, make sure you signal and say something out loud to let players, coaches and your partner know you saw something.

### **Situations**

- The play and game clock are stopped as a player who just received a yellow card is walking off the field to be substituted. He proceeds to yell an expletive as he passes the bench side official while still on the field. At the same time, his substitute was already running on to the field to replace him. **RULING:** player should be shown second yellow, then red. Team plays short one player. Because the player was still on the field when he committed his second offense the team is to be penalized. If the player committed the offense after he exited the field and was in the bench area, he still should be shown yellow/red but his team would be allowed to continue with 11 players. \*\*\*In a situation where a carded player is being substituted, the substitute should always be held off the field until the player leaving has stepped off the playing field.
- With less than 30 seconds left in the 2<sup>nd</sup> half, a player is fouled outside their opponent's penalty area. The ball is set up at the spot of the foul. The defending team players are setting up a wall approximately 9-10 yards from the ball. One of the attacking players standing over the ball decides to spot the ball a few yards closer. The official instructs him to move it back a few yards. While this is going on the bench side official (also the trail) is counting down the clock in 5 or 10 second intervals. Before the attacking player can take the free kick time expires and the game is whistled over. **RULING:** everything the officials did was correct. While the coach of the attacking team was complaining about the clock not being stopped there was no evidence of deliberate encroachment, delay of game, or time wasting tactics. The offensive player who moved the ball off the spot caused the delay for his own team. No one on the offensive team asked for 10 yards. Had the coach thought of it, he could have used his remaining timeout to have enough time to take the free kick.