

Team Properly & Legally Equipped

- A reminder that we all **MUST** be asking both coaches this before each game” Will your team be properly and legally equipped at kick off?” It is in the handbook (pg. 28) that the coach is to be responsible for ensuring that his/her players are properly and legally equipped. By asking the coach we are confirming that he/she is responsible. **MAKE SURE THIS IS PART OF EVERY PRE-GAME !!**
- Some coaches are thinking that they are entitled to some leeway if an illegally equipped player is discovered on the field during the game. (i.e. a warning) Not so... first instance is a yellow to the coach, second instance a yellow to the offending player. The coaches (and players) should have this down by now.

Advantage and “Slowing” Your Whistle

- As was the case last year at this time I am hearing about officials not allowing play to continue when advantage should be applied. Players that had been fouled retained control of the ball and had clear paths towards the goal when officials whistled for the foul and brought the ball back for a free kick. Our instincts in a fast-paced game is to react immediately to fouls and blow our whistle. Instead, be patient, allow the play to develop and see if the attacking player makes it through the foul. Use both verbal and physical signals to allow a “play on” situation. However, you **MUST** make a signal of some sort. By not signaling “play on” players and coaches think you are allowing fouls to occur.

Warm Up Time

- If teams arrive at the field late we still need to allow them 20 minutes. Remember that the coach may be as frustrated as you are that the team is late. Be courteous and respectful in stating how much time he has. That being said, if the players are not dressed coming off the bus and are dragging their feet getting to the bench area do not hesitate to ask the coach to get them moving.

Game Clock Management

- **Remember that on re-starts when the clock has been stopped, the clock should start again only when the ball is in play, not when you blow your whistle. Late in a game this can be a factor during a free kick, especially a penalty kick.**
- **If you have to verbally warn a player or coach, or caution a player or coach late in a game you may want to stop the clock. A warning or card may take 15 seconds or 2 minutes to administer depending on the tone of the game or the attitude of the players. Use your judgment.**

Yellow & Red Cards

- **Remember that when any team whose players/coaches receive collectively five (5) yellow and or red cards in a contest (including pre-game and post-game) this will result in immediate termination of the contest, and result in forfeiture by the offending team. Even if a game gets a bit crazed, know your card total and call the game when you get to five.**

Field Issues

- **continue to report any issues with fields, goals, ball holders or equipment/uniforms to your assignors. They are responsible for channeling are information to the Ads.**