



Pioneer Referee Chapter - Interpretation Meeting

OCTOBER 16 CHAPTER MEETING



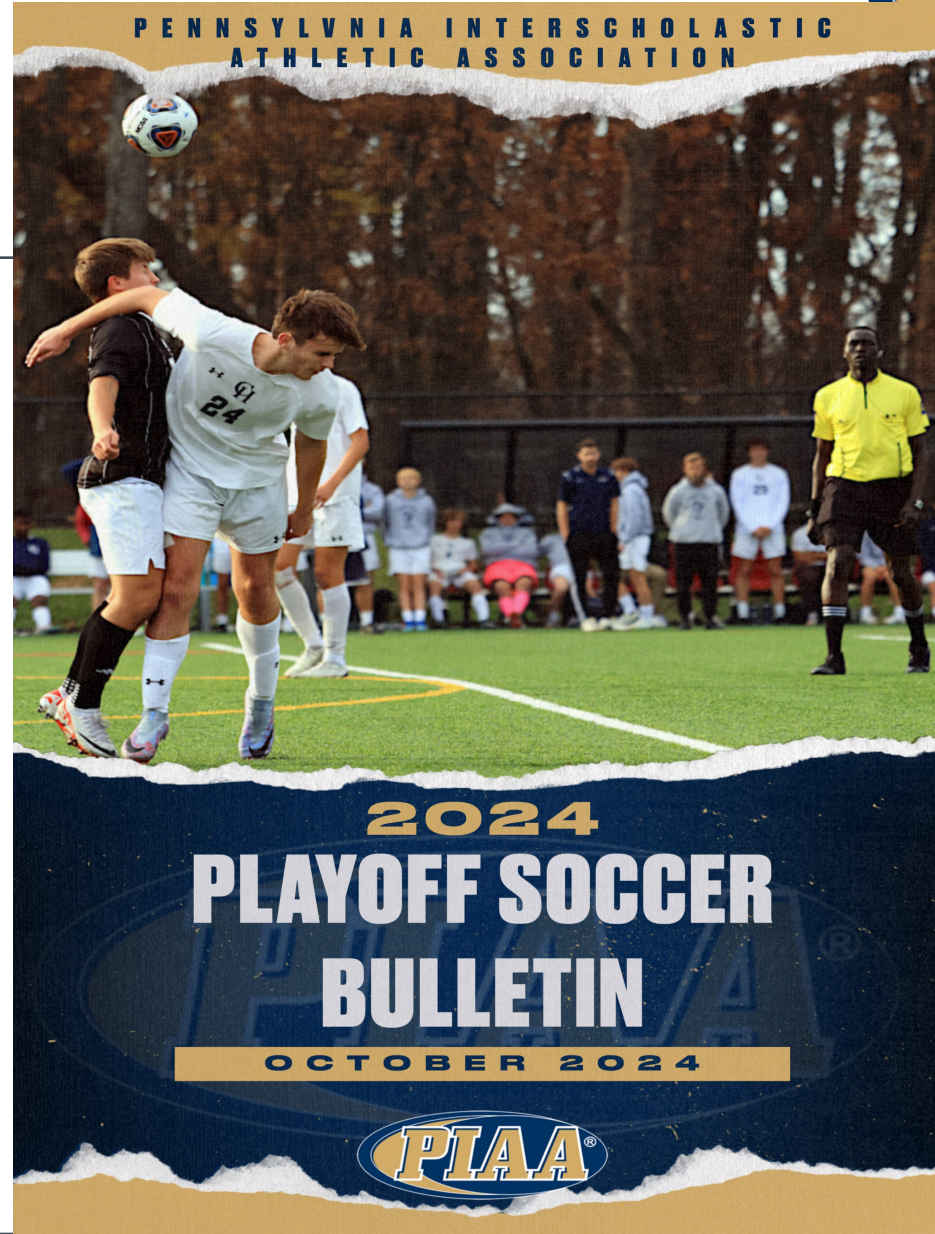
**PLAY.
PERFORM.
COMPETE.
TOGETHER.**



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OVERTIME RULES



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OVERTIME RULES

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As the weather gets colder please remind officials that players may wear hats (soft ski type caps) and they do not need to be the same color. If a player wears an undergarment under their jersey or shorts that extends outside the sleeve or below the short, they must be of a solid color and all of the same color for that team. The visiting team must wear a solid white jersey although the undergarment may be a color other than white and all must be the same color.



OVERTIME RULES

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Please be sure to remind the crews to check the fields and especially the goals before each match to ensure they are secured to the ground and the nets are properly fastened. Officials must meet with the game site manager, and timer prior to the match. Each team should supply ball runners.



OVERTIME RULES

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Overtime procedures should be reviewed for both district/league play and for inter-district play. League and District overtime periods are 2x15 minute sudden victory before proceeding to penalty kicks. Inter-district matches are 2x15 minute sudden victory periods before proceeding to penalty kicks. Overtime at the State Championships are 2x20 minute sudden victory periods before proceeding to penalty kicks.





OVERTIME RULES

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OVERTIME PERIODS

(2 x 15 MINUTE PERIODS DURING LEAGUE/
DISTRICTS)

(2 x 15 MINUTE PERIODS DURING INTER-
DISTRICTS)

(5 minute break at the end of regulation, flip coin prior to
starting Overtime)

ALL OVERTIME PERIODS ARE “Sudden Victory”

OVERTIME RULES

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**If the game is tied at the end of the two Overtime Periods:
KICKS FROM THE MARK-(The Head Referee will select the goal where the kicks will be taken)**

OVERTIME RULES

Pioneer Referee Chapter - Interpretation Meeting

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Pioneer Referee Chapter - Interpretation Meeting

TAKING OF THE KICKS

- Any player on the roster (who has not been disqualified) is eligible to participate (Flip a coin, the winner shall have a choice of kicking first or second)
- The coach will select 5 eligible players to participate in the 1st set of kicks.
- ANY player receiving a caution within the last 5 min of the second overtime period OR in the interval between the end of OT and the start of the kicks, will NOT be permitted to participate in the 1st set of kicks (5 kicks).
- The cautioned player IS allowed to participate in the 2nd set of kicks (if necessary).



OVERTIME RULES

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- Any player (including the goalkeeper) cautioned during the first round of PK'S and/or during any subsequent round of PK'S will sit out all of the remaining PK'S
- If a goalkeeper is cautioned during the taking of ANY SET of 5 kicks, a substitute is permitted for the goal keeper, and the cautioned Keeper will sit out all remaining PK's



OVERTIME RULES

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- If any player is disqualified RED CARD (including a goalkeeper) that player may no longer participate, but a substitute is permitted if their kick has not yet been taken. The disqualified goalkeeper may be replaced.



OVERTIME RULES

Pioneer Referee Chapter - Interpretation Meeting

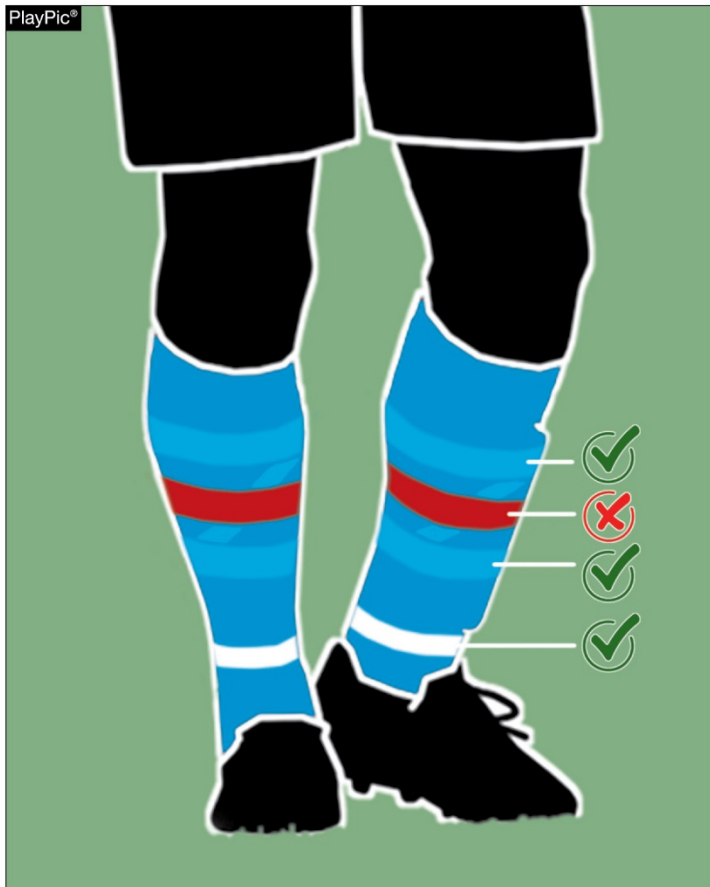
IF THE SCORE REMAINS TIED AFTER THE FIRST FIVE KICKS:

- The coach will select 5 different eligible players to participate in Sudden Victory kicks. (ONLY if a team has less than 10 eligible players, may a player who has already participated kick again.)
- If the score remains tied after the second set of 5 kicks, continue the sudden victory kicks with the coach selecting ANY 5 players to participate in the continuation of sudden victory

REQUIRED UNIFORM

4-1-4d

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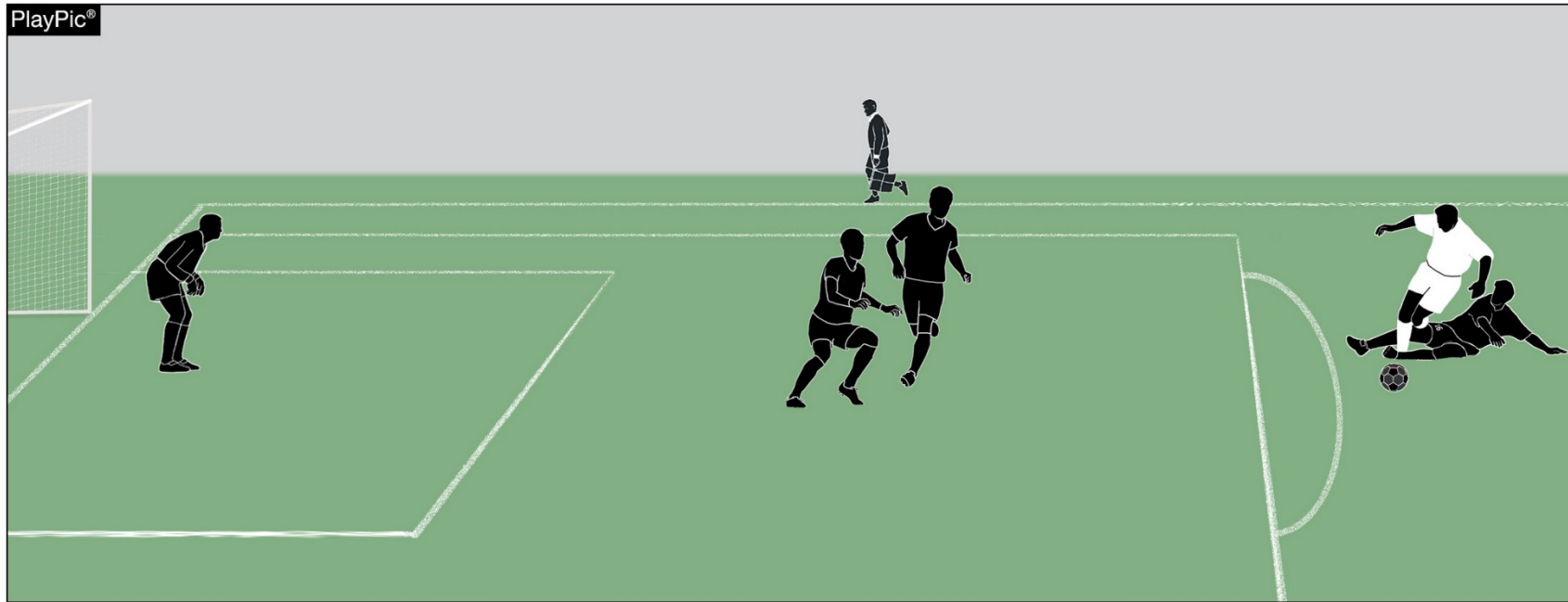
If tape or a similar material (stays/straps) is applied externally to the socks **above the ankle**, it shall be a similar color as that part of the sock to which it is applied.

Below the ankle, tape or similar material may be any color.

FOULS AND MISCONDUCT

RULE 12

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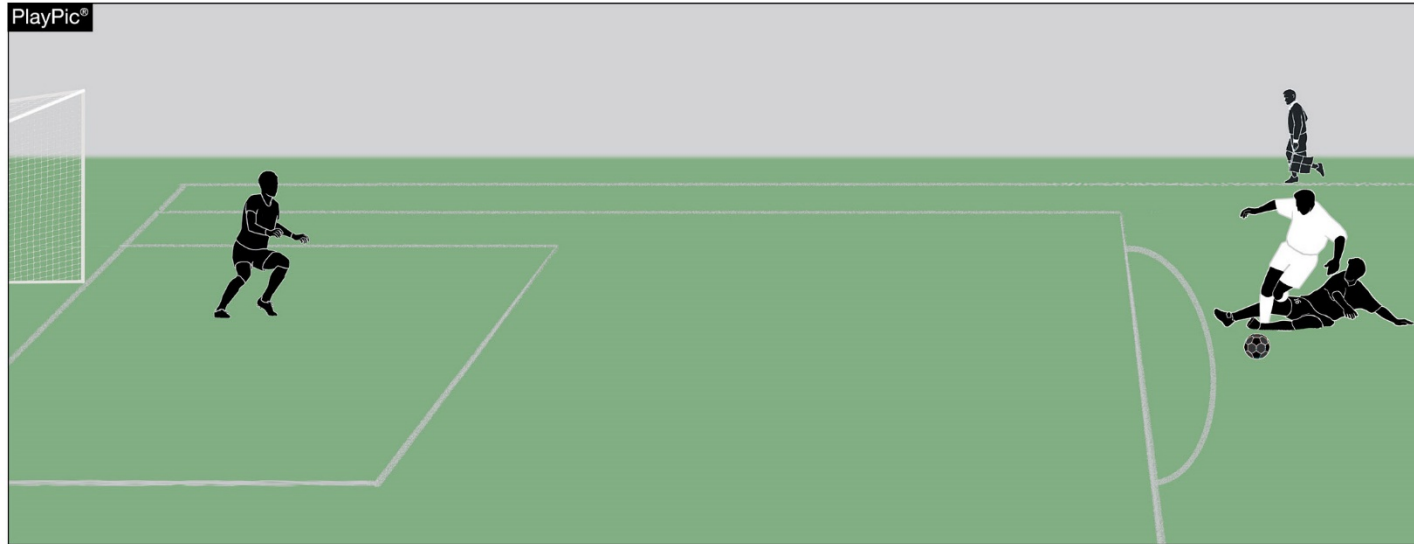


Rule 12 now includes the criteria for Stopping a Promising Attack (SPA) in Section 8.

FOULS AND MISCONDUCT

RULE 12

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Article 4 in 12-8 provides guidance that all elements must be satisfied for obvious goal-scoring opportunities:

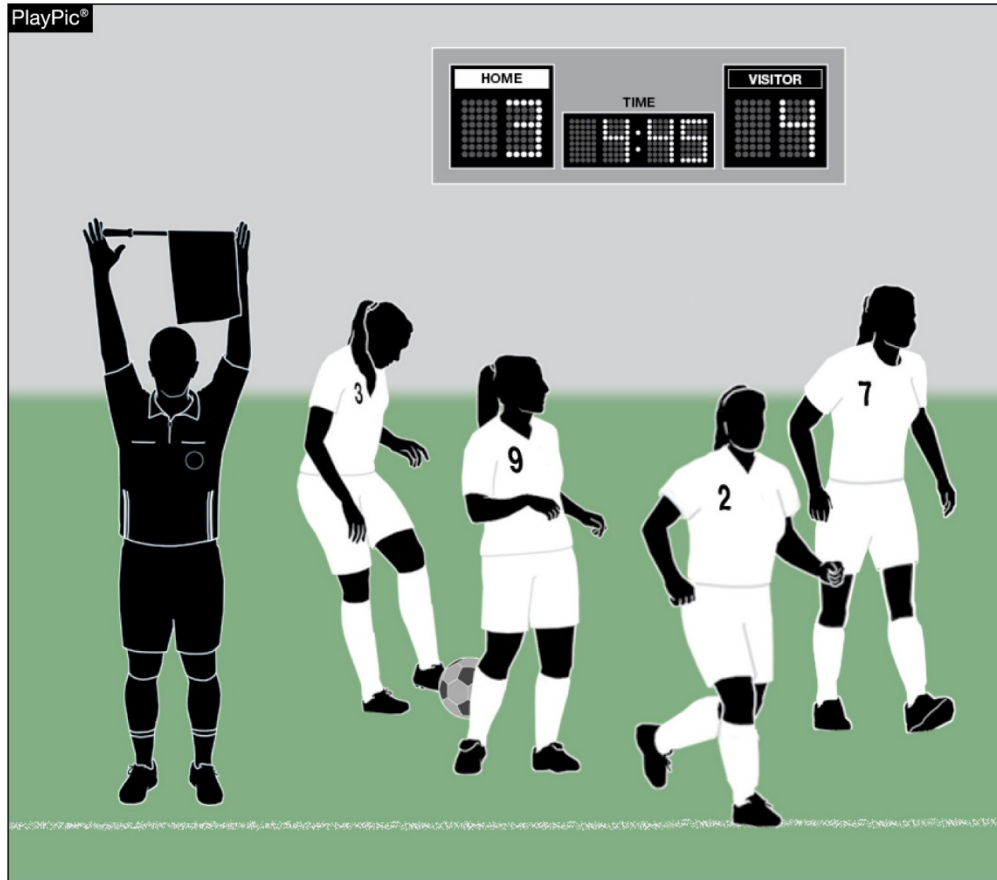
- Distance between the offense and the goal,
- General direction of play,
- Likelihood of keeping control of the ball,
- Location and number of defenders.



TIME – OUT AND IN

7-4-3

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The clock shall be stopped when a substitute by the team in the lead is beckoned onto the field in the final five minutes of regulation or overtime.



MISCONDUCT NEW PIAA POLICY

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Any Coach and/or Adult Team Personnel removed, ejected or disqualified from a Contest who refuses to leave the competition area (out of sight and sound) as directed by the Contest Official will result in a forfeiture of the Contest.



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STOPPING A PROMISING ATTACK

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The strategy of tactically fouling with the aim to interrupt the attacking team's progress without necessarily denying an obvious goal-scoring opportunity is a form of misconduct.

Rule 12 highlights the importance of discerning the nature of these types of tactical offenses for consistent and fair officiating.

STOPPING A PROMISING ATTACK

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Fouls that stop a promising attack (SPA)

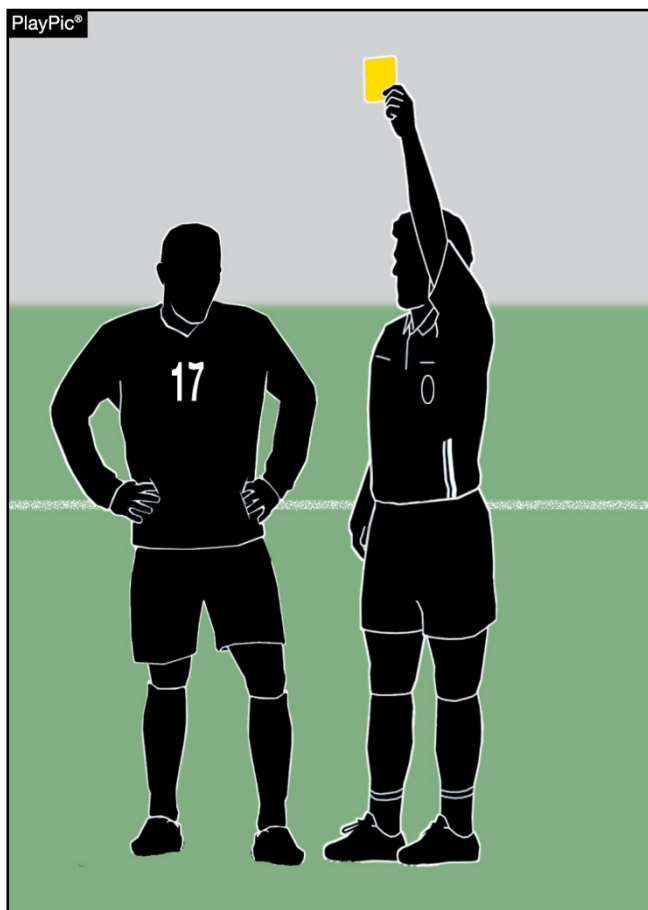
- might not be severe in nature,
- but the offense's impact on the attacking team's potential needs to be recognized and dealt with accordingly.

Officials need to understand

- to understand the nuanced dynamics of play,
- maintain a tactical awareness of the phase of play, and
- recognize SPA incidents.

STOPPING A PROMISING ATTACK

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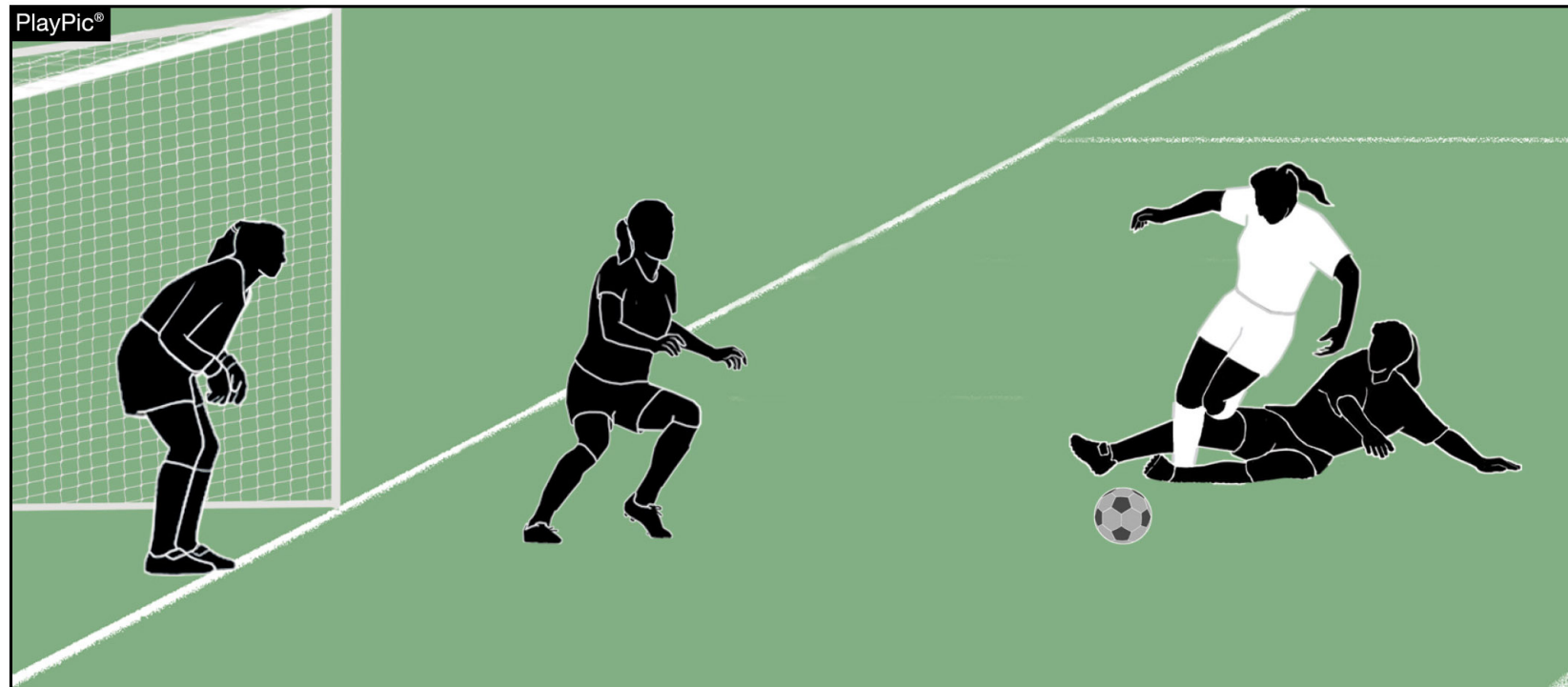
Referees are tasked with evaluating multiple factors to determine the promise of an attack, encompassing elements like:

- Player positioning,
- Ball control,
- Defensive presence,
- Team's pace.

Any foul disrupting a promising attack is considered misconduct, warranting a caution and a yellow card for the offending player.

STOPPING A PROMISING ATTACK

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Interpretation Meeting*

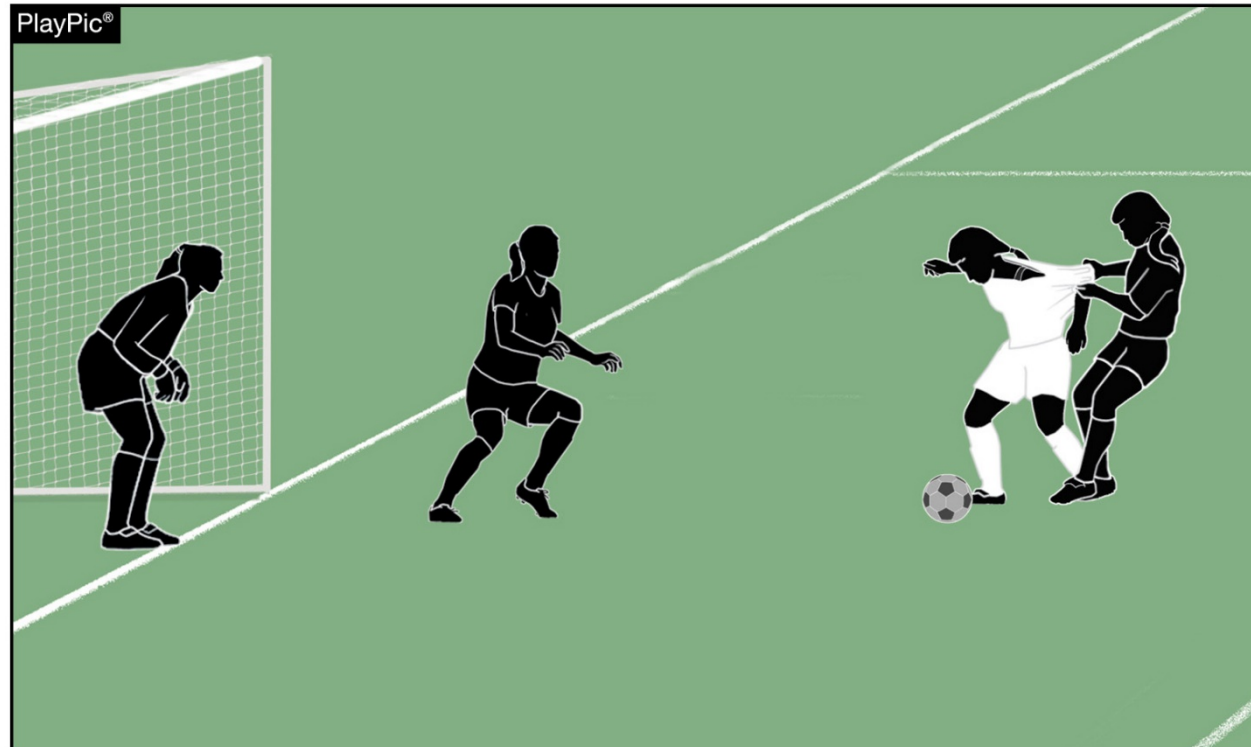


If SPA occurs within the offender's penalty area, and the foul is an attempt to play the ball, the player is not cautioned if the referee awards a penalty kick.



STOPPING A PROMISING ATTACK

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Interpretation Meeting*



In other SPA circumstances inside the penalty area (e.g., holding, pulling, pushing, no possibility to play the ball, etc.) the offending player must be cautioned.