

FSSL Referee Procedures 2011-12

Collection of Game Fees

Premier, Div 1, Div 2, Div 3 and O40: Fees are \$60 center and \$40 each line.

O50 Division: Fee is \$70 for the single center referee, 45 minute halves.

Referees will collect fees only for those referees who are in attendance prior to the start of the game. (If only a center and 1 line are present you should collect \$100). Teams must pay in cash prior to the start of the game. If a missing referee appears BEFORE half time referees will collect fees for that referee at half time (do not collect these fees before the game starts). Please call the assignor immediately if a referee fails to show for a game. He may be able to find a replacement.

Passes

Only FSSA passes with the team name (or club name) and the season year 11-12 (printed in orange) may be used for FSSL games. Violation card colors are:

Divisions Premier, 1, 2 and 3: Only passes with green violations card may be used for premier and divisions 1, 2 and 3.

Division O40: Only passes with yellow violations card may be used for O40 Division.

Division O50: Only passes with blue violations cards may be used for O50 Division.

Late check-in: If players for a team check in after the game starts AR (or referee checking player in) should be extra vigilant to ensure the pass belongs to the player checking in.

Rosters

Team managers are to bring three (3) copies of their roster and give them to the referee at check-in. Rosters may have 22 players listed but only 18 are allowed to dress and participate on game day. Please use one copy of the roster as your "master copy" – marking the players that are participating in the game, jersey numbers, or other things as needed. This copy will be the one that you turn into the league office.

At the end of the game write the score on the other two rosters along with the name and position of the officials at the game. Give one copy to each team manager when you return their player passes.

Referee Reports

Complete a game report for EVERY game at <http://www.tmdavis.com> and include scanned rosters from the game. If you cannot scan and include them with your online report, you may fax them to (866) 207-9178. Any player passes retained should be mailed to the office (FSSL, 2108 S. Cortez Avenue, Tampa, FL 33629) within 24 hours of the game. Contact the assignor if you need help completing the report or because you need an alternate method to submit the rosters.

Red and Yellow Cards

Please do not punch player cards until after the game. If the player receives a single yellow card, punch the card once and write the date next to it. If it is the player's 3rd yellow after punching it return the card to the league office. If the player receives a double yellow or red card *do not punch the card* or write on the card but return it with your report to the league office.

Red cards should be written up separately on a supplemental USSF referee report form with a description of the incident.

Un-played Game

A report must be submitted if a scheduled game does not take place. If a team does not arrive for the game or does not have enough players you will still be paid full official's fees by the league. Submit your report (see Reports section above) with complete mailing addresses for all officials. Payment will be made promptly if all data is received promptly.

If you arrive for a game that cannot be conducted due to inclement weather, or the field is unplayable due to weather conditions, you are entitled to a \$5.00 travel fee. Again, a completed USSF referee report must be submitted to the league office along with official's addresses.

O40 Games

Referees must check each player pass for every O40 game just as they would for regular division games. No Pass, No Play. There will be three officials assigned for all O40 games.

If there is a question about a player's age ask the player to present government issued photo ID with birthdate. If the player does not have this information ask the manager to present the photo copy of the player's ID that he is supposed to bring to each game. If no ID can be presented make a note on the report prior to the start of the game that a player age was questioned – the player may still play.

Only passes with a yellow O40 violations card on them are acceptable for play during the 2010-11 season. All O40 players will have a white player pass with a yellow violations card.

O50 Games

Referees must check each player pass for every O50 game just as they would for regular division games. No Pass, No Play. There will be one official assigned for all O50 games. Each half will be 45 minutes.

If there is a question about a player's age ask the player to present government issued photo ID with birthdate. If the player does not have this information ask the manager to present the photo copy of the player's ID that he is supposed to bring to each game. If no ID can be presented make a note on the report prior to the start of the game that a player age was questioned – the player may still play.

Only passes with an blue O50 violations card on them are acceptable for play during the 2010-11 season. All O50 players will have a white player pass with a blue violations card.

FSSL games procedures (extracted from FSSL By-laws – complete by-laws available at www.fssl.com)

II. Games

1. The home team shall be ready to play at game time. The visiting team shall have 20 minutes from the scheduled game time if they have problems finding the fields. If both teams have at least 7 players, the game shall begin on schedule.

The home team shall be allowed a reasonable time period to correct any damage done to their field by outside persons or the elements, if damage was beyond their control.

2. No scheduled games shall be postponed or rescheduled without the consent of the games chairperson and both teams. The games chairperson will reschedule the game if the need arises.
3. When jersey colors of the competing teams are the same, the home team must change or provide satisfactory identifying marks.

A team that changes its colors during the season must notify the league AND all their opponents of the change. Failure to give proper notification may result in forfeiture of the game.

4. A team must have a minimum of seven (7) players on the field at all times during FSSL games.
5. An official of each team shall be present at all FSSL games. In the absence of the Manager/Coach the team Captain shall be the "official."
6. The referee shall have the right to call off the game due to adverse weather. In the event the home team shall pay each official five (\$5.00) dollars to cover travel expenses.
7. Player substitutions shall be permitted in the following circumstances:
 - a. Either or both teams may substitute when the ball goes over the end line during a game.
 - b. The team in possession of the ball may substitute on their own throw in.
 - c. A team may substitute a yellow carded player immediately after receiving his yellow card.

A player who has been substituted may be allowed to return. No substitution shall be allowed for a player ordered off the field.

XII. Club Organization

1. A club is defined as two or more teams who play at the same complex and are registered at the start of the season as a Club Organization (Club). All players registered for a particular Club shall bear passes with the club name to indicate their association.
2. A maximum of 2 players per game are permitted to move to a higher or lower division team within the club organization during the league's regular season scheduled games. For exceptions see VII. Transfers. The player(s) may not play for his original team for five (5) days after playing for the higher or lower division team. The player(s) may play three (3) games in the higher or lower division, after which time he must register to play for that team. Release and registration will follow FSSL Rules and Regulations.
3. Club players may move down one division or up to any division at any time. For any such movement of players within a club outside of their division, the team manager must notify the league office via email by noon on the Monday after the game.
4. Any organization with two (2) or more teams within the same division cannot move players within that division.