

Substitutions in Last 5 Minutes

- A reminder that if a team is leading an opponent in the 2nd half of a game and sends a substitution into the game within the last 5 minutes of the 2nd half you must stop the game clock for that substitution. If both teams have subs coming in – do not stop clock. If team that is losing has subs coming in – do not stop clock. If the game is tied – do not stop clock.

Infractions

- Score sheets are not required at games but the new infraction form is. Make sure you record ALL infractions on this form and this pertains to ALL levels of high school soccer. Have copies with you. If a team or game administrator does not have these forms please notify your assignor. Teams must have roster sheets to exchange and should have an extra copy for the officials. If they only have one copy take a pic with your camera. Timeouts

Offside Mechanics

- Discuss with your partner before the game and agree on how you both will be calling offside. As the lead you may be in a situation where you are blocked from seeing a deliberate touch by a defender on a pass to an offensive player who is in an offside position. We all know that this touch negates the offside. If you don't see the touch and blow your whistle quickly this does not give your partner time to signal you or signal "play on" if he sees the defender's deliberate touch. Make eye contact with him before blowing the whistle. That is why it is so important to have these "what if" discussions before the game.

Re-Start Whistles

- **Lead:** direct and in-direct free kicks, penalty kicks, corner kicks
- **Trail:** kickoffs, goal kicks
- **Throw Ins:** official responsible for that sideline.
- **Drop Ball:** lead or trail depending on location of the drop ball on the field. Remember.... A drop ball happens after a stoppage of play. A whistle was blow to stop the play. It must be blown to re-start play before the drop ball.