

LOWER ISLAND SOCCER ASSOCIATION
“SITUATIONAL AWARENESS”
BULLETIN #2

1. Can the goalkeeper wear a hat ? Yes, the GK may wear a hat BUT the bill must be made of soft pliable material like most dry fit type hats are. Hard billed hats can potentially cause injury to the GK and/or the players and are therefore not permitted as a safety precaution.
2. Kicks from the penalty mark - who records ? All 3 officials should be recording the shooter's # and if they scored. If everyone is keeping score there should be no confusion with respect to the # of shooters and when the game is over. Have I ever seen a problem in a shoot out ? Yes I have and it was because the only one keeping track was the referee and he got confused.
3. What is the referee's signal at kick off ? In addition to blowing their whistle, there are several options available given the ball can be played in any direction. The referee can point at the ball; he/she can signal direction; or he/she can simply blow their whistle to start play.
4. What type of whistle should the referee use ? The preferred type of whistle is the “Fox 40” which is available almost anywhere that whistles are sold. It comes in both a finger grip and lanyard model. This is a premium whistle that allows for terrific sharpness and works well for varying the strength and tone in order to be commensurate with the nature of the offense.

5. The goal keeper is standing inside the penalty area but reaches out beyond the penalty area to secure the ball. What is the decision? Your decision in this case is based on the location of the ball when the GK picked it up. Was it inside or outside the penalty area? Given the ball was outside but the GK feet were inside the penalty area, a direct free kick for a handball is awarded.
6. Drop Ball: a friendly reminder that there are no longer any “contested” drop balls. When a dropped ball is required it is dropped to one player of the last team that touched the ball and is in play when it touches the ground. A goal cannot be scored directly from a dropped ball.
7. When is the whistle needed? The whistle is needed to:
 - start and end play (first and second half of normal play and extra time)
 - fouls
 - penalty kick
 - free kick when the appropriate distance is required
 - restart play after it has been stopped for a caution or sending-off
 - injury
 - substitution
 - offside
8. The whistle is NOT needed to:
 - stop play for a goal kick, corner kick, throw-in or goal
 - restart play from: most free kicks, and a goal kick, corner kick, throw-in or dropped ball.

9. Satterford Cup - rules of the competition:

- **There must be a “winner” in all Satterford Cup matches.**
- If the score is tied at the end of regulation time **there will be “NO” extra time.** Straight to penalties ! The winner of the match will be determined by a FIFA penalty shootout.
- The referee should try and arrive 30 mins early in order to have a pre game meeting with his/her ARs and to introduce themselves to the coaches to ensure they are familiar with the rules of the competition.
- Spectator’s should be on the opposite side of the field from the team benches (not always possible but this is the best practice.)
- team lists must include the name of anyone in the technical area.....no exceptions.
- a “technical area” should be marked for all cup games.
- hold onto the team lists for a week in the event of a protest.
- ensure the home team provides at least 2 game balls.
- jewellery: no jewellery... means no exceptions. No taping unless med alert.
- complete the LISA Online game report within 24 hours (competition is: LISA Cup from the drop down box.) **If the match was decided by penalty kicks** please report the tied score at the end of regulation and which team won the FIFA penalty shootout. If you know how many PKs each team took during the shootout and how many goals they scored with those PKs please include that data as well. Do

not add the PK goals onto the goals scored during regulation; do not add an extra goal to the game score of the team that won the penalty shootout; the game score (which was a draw) and the result of the penalty shootout should be reported separately.

- substitutes must wear a pinnie when they are warming up or on the bench. When they come to the half way line to enter the game, no pinnie is required.
- home team goalkeeper is to wear a jersey that is different in colour from the opposing GK and both teams. If there is a conflict in colours the "home team" changes.
- if the game goes to PK's only those players on the field of play at the final whistle may take part in kicks from the penalty mark. No coaches on the field during the taking of PK's only the 11 players from each team in the centre circle plus an AR.
- familiarize yourself with Law 10 "Determining The Outcome of a Match" and Law 14 "The Penalty Kick." We do not have any experience with Law 10 during league play so it is important you review this law. Law 14 can be tricky as it refers to encroachment; feinting etc. whose procedures get heightened during cup play.
- Yellow cards do not carry forward to kicks from the penalty mark.
- Unless there are other considerations (e.g. ground conditions, sun, safety etc.), the referee tosses a coin to decide the goal at which the kicks will be taken

10. Pro tip - A whistle which is used too frequently/unnecessarily will have less impact when it is needed !

11. A friendly reminder to download the IFAB app to your smart phone.

Any questions, please reach out to me via text or email, OR if you have any suggestions for future bulletins please let me know.

Prepared by:

Al Moir
Referee Development Officer
Lower Island Soccer Association

Cell: 250 208-2479

Email: referees@lowerislandsoccer.com