2012 Area 10W Referee Summary of EXTRA Guidelines

Player Check In:

Properly completed and laminated ID cards for all players and a maximum of two coaches and a team lineup card shall be presented to the Referee by each team prior to the start of each Extra program game. The referee shall verify that they have ID cards for all players and coaches present. Coaches must wear ID cards visibly on their person during all games.

Games:

Game Lengths:	U10	50 min
	U11&12	60 min
	U13&14	70 min
	U16	80 min

Games shall have a substitution opportunity midway through each half, at half time and in the event of injury. The half time break will be five (5) minutes.

If either of the teams is not ready to play at the scheduled kick-off time, the Referee may allow a grace period of up to ten (10) minutes before canceling the game.

Games may finish with a tie score.

Minimum Play:

The Referee will inform the coach if a player is about to play four quarters before all players have played three quarters (equal play mandate). The referee will submit a misconduct report if the coach violates the equal play mandate.

Misconduct Reports:

It is the responsibility of the Referee in Extra program games to submit a written Misconduct Report to the Area Extra Program Administrator within 24 hours after the conclusion of the game at which the misconduct occurred. Use the form available on the Area 10W website.

Officiating:

All Extra program games shall be officiated using the Diagonal System of Control. The use of “club linesmen” is encouraged when an insufficient number of assistant Referees are available. Club linesman shall only call the ball in and out of play. The Dual (two-man) System of Control is not allowed.