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## REFEREE GUIDE

1. If you have not refereed a GLSL soccer game, please make sure you know what the rules are. They are not the same as FIFA and are not the same as in the OCSL or ERSL. They are also modified slightly from the regular-season GLSL Laws.
2. The GLSL Festival is for teams in the U8/U10/U12 divisions and the GLSL Cup is for teams in the U15/U18 divisions.
3. All Festival games are 30 minutes total. Teams switch ends mid game --THERE IS NO HALF TIME BREAK. If the weather is extremely hot a 2 minute water break will be added mid game. Festival games are scheduled every 45 minutes, please try to start and end the games on time.
4. All Cup games have 20 minute halves and a 5-minute break. Games are scheduled to start on the hour. However, if the field is available and the coaches and referee agree, they may be started sooner. With only 45 minutes scheduled into each 1 hour time slot, every effort should be made to complete the game in the allotted time slot.
5. Game sheets must be given to the referee before the game - if a coach has not yet completed the game sheets DO NOT start the game and collect them at half time - make everybody wait. After the game is completed, please do not hold on to game sheets as the outcome of the game may determine further playing schedules, give the game sheets back to the coaches, they have been instructed to deliver them to the administration desk.
6. There is no retry on throw-ins at any age.
7. The Home team will provide the game ball. U8 through U12 use a size 4, U13 and older use a size 5.
8. For all FESTIVAL games we do not maintain standings and a score of 0-0 should be recorded on all U8, U10 and U12 game sheets.
9. CUP "Round Robin" games may end in a tie.
10. CUP Elimination Games must have a winner. If regulation time ends in a tie, winners are determined by one 5-minute sudden-death overtime period (a coin toss will be conducted to start the period as per the start of game procedure). If a game is still tied after the overtime, a modified FIFA KFTPM will be used to determine a winner. Please consult an official FIFA rulebook before the cup to determine how a KFTPM is conducted, then reference the GLSL modifications. The primary difference from FIFA rules is that all players on a team (other than those dismissed on a red card) are to take part; not just those on the field at the end of a game. If you have any doubts call the administration desk for help - getting it right is more important than getting it fast.
11. There should be two referees controlling a KFTPM (one at the goal line and one with the kicker). If a KFTPM is required, contact the administration desk at the field to get a second referee or get a referee from an adjoining field. Don't worry about the time. It is more important to conduct KFTPM fairly to both teams.
12. The game sheets are for the rosters and scores only. If a coach wants to make any kind of a comment, (written or verbal) tell him or her to go to the desk and obtain a proper form.
13. Yellow and Red Cards must be indicated on the game sheet. Include the name of the team, the player's name, number, and a description of the offence. An additional report on the approved OS forms will need to be made at the administration desk. Blank forms are available at the desk.
14. A reserve referee will be assigned each hour. If you are a reserve referee, report to the administration desk ten minutes before game time and wait until all games start successfully. Your duties may include replacing a missing or late referee, taking over from a referee that cannot continue, or assisting with Kicks From The Penalty Mark. This is a paid position. However, if you are required to referee a game you will only receive pay for one fee.



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## KICKS FROM THE PENALTY MARK – CUP GAMES

CUP Round-robin games may end in a tie. CUP Elimination game must have a winner.

In a game where a winner must be determined, **one** sudden-death 5-minute overtime period will be played. If the score remains tied at the end of the overtime period Kicks From The Penalty Mark (KFTPM), commonly called a shoot-out, will be used to determine the game winner.

KFTPM will be conducted by the referee. The referee will be assisted by at least one additional referee (if the game was assigned ARs, the ARs will assist). Coaches, parents, etc. will not assist in the procedure.

### Procedure

The procedure for KFTPM shall be that proscribed by FIFA, modified and clarified as follows:

1. The referee chooses the goal at which the KFTPM will take place. The referee will consider the field condition, kicker's backdrop, sun not in the eyes of the goalkeeper, etc. No spectators may watch from behind the goal line (corner flag to corner flag).
2. Each coach will select 5 players and identify their kicking order.
3. A coin will be tossed between the team captains (visiting team calls the toss). The winner of the toss has the choice of kicking first or second.
4. All players including the goalkeeper may kick, except those that have been dismissed from the match (red card). The FIFA restriction regarding "on the pitch at the conclusion of the match" is relaxed.
5. All players are to proceed directly to, and will remain in, the centre circle area.
6. Each kick will be performed according to Law 14 - The Penalty Kick. Except as specified herein all Law 14 violations apply.
7. Optionally, no coaches are allowed on the field at any time once the KFTPM has commenced. The referee normally allows the coach to stay with their team at mid-field, however, any coach creating disruption to the KFTPM process will be sent to the sideline and will face further discipline from the League.
8. When each player has completed their attempt they will return to the center circle.
9. If, before both teams have taken five kicks, one team has scored more goals than the other could score even if the five kicks were completed, a winner has been determined and no more kicks are required.

### Additional Kicks

If, after both teams have taken five kicks and both have scored the same number of goals, kicks continue to be taken until one team has scored more goals than the other from the same number of kicks:

1. Each kick is taken by a different player and all eligible players must take one kick before any player can take a second kick.  
**Exception:** In the specific case where a player is truly panicked and objects to participating, the player may be exempted from taking a kick. Exemptions must be initiated by the player. The objection must be real, and must not be a tactical move initiated by the team or coach.
2. Should a team have more players than their opponent, the team with more players may choose to reduce their team size to match their opponents. This means some players will not kick. For example, a team may be disadvantaged by sending player #17 for a first kick, while their opponent sends player #1 for a second kick

### Goalkeeper Substitution

The goalkeeper may be substituted during the KFTPM. There is no need for the GK to wear a uniquely coloured jersey. Substitutions must be completed efficiently and quickly.

### Record Keeping

The Referee will keep a written record of every kick taken, including the kicker's jersey number and whether or not a goal was scored.