

MWSRA  
MAJOR CLIENTS RULES and REGULATIONS (Revised August, 2014 – no significant changes from 2013)  
AND LIST OF REFEREE FINES  
(PRINT THIS DOCUMENT IN LANDSCAPE OPTION)

The following charts outline the rules and regulations governing each major league or organization you may be assigned by MWSRA.

It is your responsibility to review this chart and confirm **BEFORE** each game with the coaches or home team representative for non-conference, inter-conference, or private middle school scholastic games the rules governing the particular game.

**NEW: CYO Rosters: required. Player must be on roster. If no roster, coach gets a yellow and team plays short for 3 min. (12U) or 5 min.(14U)**

Request for Referee Name(s): If requested by team before game commences; not required to provide once game begins.

NFHS -JV & Middle School Overtimes – vary by county (Montgomery County 2-5 sudden victory); (Howard 1-5 minute; PG – no overtime).

Inclement weather cancellations (see page seven, below). MSI & CYO games – call or look at website within one hour before your initial game time. Adult Soccer Leagues – call appropriate telephone numbers within 90 minutes before start of first game.

**Reminder: All yellow and red cards must be entered into your MWSRA game report, report red cards to your assignor within 24 hours**

Both CYO & MSI now require a TSL (Team Sportsmanship Liaison) to be assigned and participate in the coin toss before the game.

MSI Classic player cards policy. Cards must be reviewed by referee either before the game or at half-time. Referee the entire game and allow non-carded players to play the entire game. If any player's cards are not provided to the referee, enter in your report (a) a red card to the coach, (b) select the "Other" category and (c) add in the remarks section an explanation (i.e.; player number and last name, or entire teams cards were missing). A team roster should also be provided to the referee.

Several MWSRA members have also volunteered to serve as liaison to our major clients. They will be in contact with our major clients during the season. If our client sends us inquiries concerning a game you were assigned, a MWSRA liaison may contact you to obtain your perspective of the situation.

MWSRA will assess a fine for referees for the following reasons:

- Missed game report: \$10 MWSRA Game Reports MUST be filed within three days following game date (e.g.; Saturday game entered by Tuesday night. 11:59 p.m.). For three-ref matches, the Center referee is responsible for entering the game report. For two-ref games, both referees are responsible for entering the game report.
- Serious misapplication of league rules or referee conduct detrimental to MWSRA: up to \$25
- Late to game – arrive before halftime: up to half game fee; missed game or arrive after halftime: up to entire game fee
- Improper Referee Uniform (See official MWSRA uniform policy at [www.mwsra.org](http://www.mwsra.org)): \$25 ; Not checked player cards (only MSI Classic)\$10
- Active member MUST attend at least one MWSRA meeting (February, May, June, July, August, or December) each calendar year: \$25.

If you find any errors in this handout or want to suggest additional issues or topics to be added, please e-mail the Chair, [jmichaelgreenwood@yahoo.com](mailto:jmichaelgreenwood@yahoo.com) , MWSRA Referee Professionalism and Development Committee.

2013 MWSRA RULES AND REGULATIONS: ADULT LEAGUES (Updated: July, 2014)

NOTES: MWSRA Game Reports **must** be filed within three days following game date (e.g.; Saturday game entered by Tuesday night).

<b>Policy</b>	<b>Howard County Rec. Dept.</b>	<b>Montgomery County Rec. Dept.</b>	
<b>Governing Rules</b>	FIFA	FIFA	
<b>Game Length</b>	Co-ed, Men (weekdays) 2-40 Men (Sunday) 2-45 Player have a number on shirt	Co-ed 2-40 Men, Women 2-45	
<b>Players (Start Game)</b>	7	8	
<b>Grace Period</b>	15 minutes (start game clock)	15 minutes (start game clock)	
<b>Co-ed</b>	Limit: 6 of one gender	Limit: 6 of one gender	
<b>Number on Jersey</b>	Mandatory	Preferred (not required)	
<b>Overtime</b>	None (except playoffs)	None (except playoffs)	
<b>Substitutions</b>			
<b>Throw-in</b>	Both sub (if team with ball subs)	Both sub (if team with ball subs)	
<b>Corner-Kick</b>	No	No	
<b>Yellow Card</b>			
<b>Mandatory (10 min. off)</b>	Yes	Yes	
<b>Name &amp; Number</b>	Both mandatory (before restart)	Name (for report)	
<b>Red Card</b>	No Substitute Allowed	No Substitute Allowed	
<b>Name &amp; Number</b>	Both mandatory (before restart)	Name (for report)	
<b>Notification</b>	Assignor & County Rep.	Assignor & County Rep.	
<b>Inclement Weather</b>	Call Park Telephone Number	Call MCRD Inclement Line	
<b>Lightning/Thunder</b>	Stop (immediately) See page 7	Stop (in vicinity)	
<b>Waiting Period</b>	30 Minutes	20 Minutes	
<b>Game Clock</b>	Continues	Stopped	
<b>Sliding Tackles</b>	Permitted	Men (except Over 45 & 55): Yes Women, Coed, Men (Over 45): No	
<b>Co-ed Points for Goal</b>	Either Gender: 1 point	Female: 2 points (PK 1 point), Male: 1 point	
<b>Payment</b>	Cash at the field; Forfeit (no payment at field) See page 7		
<b>Referee Badge</b>	MWSRA Patch	MWSRA Patch	

2013 MWSRA RULES AND REGULATIONS: PUBLIC SCHOOL LEAGUES (Updated: August, 2014)

NOTES: MWSRA Game Reports **must** be filed within three days following game date (e.g.; Saturday game entered by Tuesday night).

<b>Policy</b>	<b>District of Columbia</b>	<b>Howard County</b>	<b>Montgomery County</b>	<b>Prince Georges County</b>
<b>Governing Rules</b>	Federation	Federation	Federation	Federation
<b>Game Length</b>				
<b>Varsity</b>	2-40	2-40	2-40	2-40
<b>JV</b>	2-35	2-35	2-35	2-35
<b>Middle</b>	2-30	N/A	2-30 ( <b>maximum 2 hrs.</b> )	2-30
<b>Players (Start Game)</b>	7	7	7	7
<b>Number on Jersey</b>	Yes	Yes	Yes	Yes
<b>Roster</b>	Yes	Yes	Yes (except Middle School)	Yes (except Middle School)
<b>Overtime</b>				
<b>Varsity</b>	2-10 min. sudden victory	2-10 min. sudden victory	2-10 min. sudden victory	2-10 min. sudden victory
<b>JV</b>	None	1-5 min. (sudden victory)	2-5 min. (sudden victory)	None
<b>Middle</b>	None	N/A	2-5 min. (sudden victory)	None
<b>Substitutions</b>	Federation	Federation	Federation	Federation
<b>Throw-in/Corner Kick</b>				
<b>Yellow Card</b>				
<b>Mandatory Sub</b>	Yes	Yes	Yes	Yes
<b>Name &amp; Number</b>	Yes	Yes	Yes	Yes
<b>Red Card</b>	Soft Red Eliminated	Soft Red Eliminated	Soft Red Eliminated	Soft Red Eliminated
<b>Name &amp; Number</b>	Yes	Yes	Yes	Yes
<b>Notification</b>	Assignor	Assignor	Assignor	Assignor
<b>Inclement Weather</b>				
<b>Lightning/Thunder</b>	Stop (immediately)	Stop (immediately)	Stop (immediately)	Stop (immediately)
<b>Waiting Period</b>	30 minutes	30 minutes	30 minutes (Maximum: 90 minute waiting time)	30 minutes
<b>Game Clock</b>	Stopped	Stopped	Stopped	Stopped
<b>Sliding Tackles</b>	Permitted	Permitted	Permitted	Permitted
<b>Stadium Clock (official)</b>	No	No	Yes, See page 9	No
<b>Referee Badge</b>	<b>DC Patch</b>	NFHS MD patch	NFHS MD Patch	NFHS MD Patch

2013 MWSRA RULES AND REGULATIONS: PRIVATE SCHOOL LEAGUES (Updated: November 2013)

*(For other school, tournaments, and non-conference games, ask home team coach for rules and regulations to be used)*

Policy	IAC (Georgetown, Landon, St. Albans)	ISL Holy Child, Holton Arms. St. Andrews, Stone Ridge)	PVAC (Burke, Field, Montrose, St. Andrews, St. Anselms, Friends, Wash. International)	WCAC (McNamara)
<b>Governing Rules</b>	FIFA	FIFA	Federation	Federation
<b>Game Length</b>				
Varsity	2-40	2-40	2-40	2-40
JV	2-35	2-35	2-35	2-35
Middle	2-30	2-30	2-30	2-30
<b>Players (Start Game)</b>	7	7	7	7
<b>Number on Jersey</b>	Optional	Optional	Optional	Optional
<b>Overtime</b>				
Varsity	2-5 min. (sudden victory)	2-5 min. (full overtimes)	2-10 min. (sudden victory)	None
JV	None	2-5 min. (full overtimes)	None	None
Middle	None	None	None	None
<b>Substitutions</b>				
Throw-in	FIFA	Both sub (if team with ball subs)	Both sub (if team with ball subs)	Both sub (if team with ball subs)
Corner-Kick	No			
<b>Yellow Card</b>				
Mandatory Sub	No	No	Yes	Yes
Name & Number	Name (for report)	Name (for report)	Name (for report)	
<b>Red Card</b>				
Name & Number	No Substitute Allowed	No Substitute Allowed	No Substitute Allowed	No Substitute Allowed
Notification	Name (for report) Assignor	Name (for report) Assignor	Name (for report) Assignor	Name (for report) Assignor
<b>Inclement Weather</b>				
Lightning/Thunder	Stop (immediately)	Stop (immediately)	Stop (immediately)	Stop (immediately)
Waiting Period	Ask coaches	30 minutes	30 minutes	Ask coaches
Game Clock	Stopped	Stopped	Stopped	Stopped
<b>Sliding Tackles</b>	Permitted	Permitted	Permitted	Permitted
<b>Referee Patch</b>	MWSRA Patch	MWSRA Patch	MWSRA Patch	MWSRA Patch

NOTES: MWSRA Game Reports **must** be filed within three days following game date (e.g.; Saturday game entered by Tuesday night).

2013 MWSRA RULES AND REGULATIONS: PRIVATE MIDDLE SCHOOL LEAGUES (Updated: August 2012)

*(For other school, tournaments, and non-conference games, ask home team coach for rules and regulations to be used)*

<b>Policy</b>	<b>Capital Athletic Conference</b> (Episcopal, Green Acres, National Presbyterian, Norwood, St. Patrick's, and Woods Academy)			
<b>Governing Rules</b>	FIFA			
<b>Game Length</b> <b>Varsity</b> <b>JV</b>	2-30 2-25			
<b>Players (Start Game)</b> <b>Number on Jersey</b>	7 Optional			
<b>Overtime</b> <b>Varsity</b> <b>JV</b>	Must have a winner (only playoff) 2-5 min. (full overtimes) 2-5 min. (full overtimes) Shootout (Standard PKs)			
<b>Substitutions</b> <b>Throw-in</b> <b>Corner-Kick</b>	FIFA No			
<b>Yellow Card</b> <b>Mandatory Sub</b> <b>Name &amp; Number</b>	No Name (for report)			
<b>Red Card</b> <b>Name &amp; Number</b> <b>Notification</b>	No Substitute Allowed Name (for report) Assignor			
<b>Inclement Weather</b> <b>Lightning/Thunder</b> <b>Waiting Period</b> <b>Game Clock</b>	Stop (immediately) Ask coaches Stopped			
<b>Sliding Tackles</b>	Permitted			
<b>Referee Patch</b>	MWSRA			

2013 MWSRA RULES AND REGULATIONS: YOUTH LEAGUES (Updated: August 2014)

MWSRA Game Reports **must** be filed within three days following game date (e.g.; Saturday game entered by Tuesday night).

<b>Policy</b>	<b>CYO</b>	<b>MSI</b>
<b>Governing Rules</b>	Federation	FIFA
<b>Game Length</b>	Varies by age	Varies by age (see MSI Sportsmanship card)
<b>Players (Start Game: Minimum number)</b> <b>Players Cards</b>  <b>Number on Jersey</b>	Varies by age <b>Rosters: required. Player must be on roster.</b> <b>If no roster, coach gets a yellow and team plays short for 3 min. (12U) or 5 min.(14U)</b> Preferred	Varies by age (see MSI Sportsmanship card) Classic Only: Mandatory for ref to check player passes (ID) before 2 <sup>nd</sup> half. Allow all players to play game. Add info to game report. Classic: Yes; Recreational: No (Preferred)
<b>Location of Teams/Spectators</b>	Teams on same side; all spectators other side (MANDATORY)	Games at Soccerplex: Teams and coaches on one side; All spectators on other side of field. Other locations: Before game, home team decides side its players and spectators will occupy (visitors occupy other side of field).
<b>Overtime</b>	None, except end of season playoffs	Rec. (none); Classic (no, exception end of season finals)
<b>Substitutions Throw-in</b> <b>Corner-Kick</b>	Both sub (if team with ball subs) Both sub (if team with ball subs)	Review MSI Sportsmanship Card: Classic: Both sub (only if team with ball subs); Rec. 7 <sup>th</sup> grade and up: same as Classic Rec. under 7 <sup>th</sup> grade: either team may sub
<b>Yellow Card</b> <b>Mandatory Sub</b> <b>Name &amp; Number</b>	Yes (until next legal sub); Sub allowed Only name	Yes (must sit-out 5 minutes); Sub allowed Name & Number
<b>Red Card</b> <b>Name &amp; Number</b> <b>Notification</b>	Name E-mail Assignor & enter in Game Report	Mandatory E-mail Assignor & enter in Game Report
<b>Inclement Weather</b> <b>Lightning/Thunder</b> <b>Waiting Period</b> <b>Game Clock</b>	Stop (immediately) 30 minutes Stopped	Stop (immediately) 30 minutes Continues to run
<b>Sliding Tackles</b>	NOT ALLOWED (should issue a yellow card)	Permitted, except 3 <sup>rd</sup> & 4 <sup>th</sup> grade
<b>Mercy Rule</b>	Yes (Score differential reaches 8)	No
<b>Referee Badge</b>	MWSRA Patch	USSF Patch

### **Inclement Weather (Contact Information)**

MSI: www.msisoccer.org 301-919-8206

Soccerplex (any league): 301-528-1497

CYO: www.washcyo.com 202-281-2464 ext. 1

MCRD: Recreation Dept. 240-777-6889

MCRD: Parks Dept. 301-765-8787 Ext 1; Options: Blair -1, Blake -2, MLK-6, Rock Creek -8, Shady Grove, S. Germantown, Wheaton – 9

HCRD: Blandair 1-410-313-3673, Cedar Lane -4453, Centennial- 4454, Glenwood (Western) -3672, Rockburn -4455, Schooley Mill -4458

Public & Private Schools – contact Wendell Hughes, Scholastic Assignor 301-927-3522, 240-988-7926

### **INCLEMENT WEATHER REFEREE POLICY for Howard County Recreational Dept Games**

1. HCRD now uses only turf fields for all adult soccer games. Except for very exceptional circumstances, the county will **not** cancel or postpone the games as scheduled.
2. The field telephone numbers to call to verify field conditions will not be updated after 4 pm on weekdays or after 8 am on weekends.
3. If inclement weather is approaching or in progress, both managers will meet on the field and decide whether the game should start. Both managers need to be in agreement, if one manager does not want to start, the game will not begin. Rain is not justification to cancel or postpone the match. Lightning, thunder, or tornado warnings are reasons to justify prohibiting match play to start.
4. If the managers agree to start the game, the referees will be paid. Once the whistle blows to start the game the referee fees are non-refundable and the game is considered official, regardless of how many minutes are played.
5. If team managers choose to delay the start of the game, the clock will still start at the scheduled game time. However, the referees will not be paid until the managers decide to start playing the game.
6. During the course of the game if the referee deems the field conditions unplayable, they do have the right to stop the game from continuing for player safety and the referee fees will not be refunded.
7. If the game must be stopped because of weather conditions, the clock continues to run. If the game can be restarted within the allocated game time (e.g. 2-40 halves), the game must end by the scheduled time (e.g., 7 pm start must end by 8:25 pm).
8. If the referees are scheduled for multiple games (e.g. 7 & 8:30 pm), the referees must remain at the field regardless of weather conditions until the start of the next game.
9. If the referees who arrive at the field receive no game fees for any games due to cancellations, the association will reimburse each referee a \$15 travel fee.
10. If the game is stopped by the officials due to lightning/thunder, HCRD policy is  
“ In the event that either situation occurs, allow 30 minutes to pass after the last sound of thunder and /or lightning prior to resuming play.”
11. If game terminated at the field because of severe weather conditions or the refusal of team(s) to play, please enter a MWSRA game report explaining the situation.

## MWSRA Game Reports

3-referee system – Middle referee must enter report (Assistant referee may review and edit report, if necessary)

2-referee system – Either referee must enter game report

1-referee system – Referee must enter game report

Two options available to enter game report after signing into MWSRA Assignment system:

### Option A:

- (1) Click on the “Referee” header on the top row, and select the “Game Reports” item (4<sup>th</sup> item listed in the drop-down box)
- (2) Click on the “Add Game Reports” option, and all your missing game reports will appear in another drop-down box).
- (3) Select a game and a partially completed game report will appear.
- (4) If needed, enter the team names (Do not change the date, time, location, game length, or client. Notify assignor if a change is needed).
- (5) Enter the final score, and the six sportsmanship ratings (three for each team). (If a Public High School Varsity game, change the “Host School Efforts” if necessary).
- (6) If needed, enter yellow cards, red cards, serious injury, or unusual incidents on field.
- (7) Click on the “Submit” button at bottom of screen.
- (8) Repeat process for each missing game report.

### Option B:

- (1) Select the “Past Games” option on the initial screen. The next to last right column indicates “Game Report Date”.
- (2) If a date appears, the game report has already been submitted. Click on date to review and update/edit the existing report.
- (3) If “Add Report” is displayed, click on prompt and the partially completed game report will appear. Follow steps outlined in Option A.

Policies and Procedures for Use of Stadium Clock during Soccer Games  
**At Montgomery County Public Schools**  
Fall 2014 (no changes from last year)

Use of stadium clock as the official time for Varsity and Junior Varsity soccer games is not mandatory but is highly recommended. The stadium clock will only be used if it is recording the official game time. When the stadium clock is official, the back-up time will be maintained by the referees on the field. The stadium horn is to be used when the clock reaches zero. If the stadium horn malfunctions, the referee must immediately blow the whistle to end the half.

Stadium clock operator shall be accessible to the official time kept by the referees throughout the match. The home school Athletic Director or soccer coach should designate an individual (time keeper) who is responsible for operating the stadium clock throughout the game, and this individual must meet with the officials before the commencement of the game. This individual can be an adult or student who has been trained to operate the equipment.

If the stadium clock cannot be properly maintained during the game – mechanical or electronic difficulties or volunteer timekeeper is unavailable – the stadium clock should be turned off.

The referees and time keeper must meet before the commencement of the Varsity and JV game:

- to review procedures when the clock is started and stopped during the game,
- to review referee signals as to when the clock is to be started and stopped,
- to review procedures if stadium clock needs to be adjusted.

The NFHS rules state:

“start the timing device when the ball is put into play and stop the device when signaled to do so by the referee for: an injury, for a penalty kick, for a caution (yellow card), for a disqualification (red card), following the scoring of a goal, and when an official orders the clock to be stopped”.

The referee(s) are responsible for using the proper signals to start and stop the stadium clock, and to monitor throughout the game that the stadium clock and official’s timing device are in close proximity.

If the stadium clock differs from the referee’s time by more than one minute during the game, the referee should require the time keeper to adjust the clock during a dead ball situation.

Either head coach may notify the referee(s) if they believe the stadium clock is not properly maintained, or if the referee(s) have forgotten to properly stop or restart the clock. The referee shall make final determination of time to be on the clock.