QUALITIES OF A GOOD OFFICIAL INCLUDE:

1. Be competitive
2. Have your head on right
3. Don’t be a tough guy
4. Get into the flow of the game
5. Don’t BARK
6. Show confidence – not cockiness
7. Always give 110%
8. Answer reasonable questions
9. Choose words wisely
10. Stay cool always

Every official should study the rules and mechanics of the game and understand them to the best of their ability. These rules should be enforced fairly and consistently without regard to the outcome of the game. Each official should be in good physical condition because soccer is a fast-paced game with a lot of ground coverage. Always keep the game moving smoothly from start to finish. Hustle but do not hurry (this causes mistakes). Remember not to look for penalties they will come on their own.

Arguments with a player, coach or team representative do not settle anything. Carolina Intramural Sports Officials’ will refer to participants/coaches/fans as “Sir or “Ma’am, be respectful and courteous at all times. After a game, if a coach asks what happened on a certain play, your explanation should be the extent of the conversation. Do not quote the rule book. It is unprofitable to try to convince him/her they are wrong. An easy way to end the conversation is to say “Well coach, if it happened the way you say it did, I just missed.” A courageous official will be quick to call the play and call them without regard to chore, position on the field, who it may hurt, or how it may affect his/her future relations with the coach/players. Regardless for the pressure from fans, coaches, or players, he/she must go “Straight Down the Middle” and have the coverage to call them as they occur. His/her honesty is above intimidation. To large extent, the personal reputation of an official will be built on this. Remember the officiating crew is a team. Continuous communication between all officials during the game is essential for effective game control. Try to stay in your own area, do not go fishing in someone else’s pond. Never discuss fellow officials’ calls with teams or individual players. Never under any circumstances tell a participant/spectator/coach that one of your partner officials blew a call or made a mistake. This is not an acceptable response and will not be tolerated!

Always practice preventative officiating! Do not be afraid to stop the game to talk to the captains for the sake of regaining control of the game. The captain should be made to understand the he/she can stop the practice without penalty. Always take control of the situation before the situation takes control of the game. In addition, you have the authority to terminate a game, but only as a last resort if you and the other officials believe there is not another way to regain control of the game.

Fighting

Fighting is an undesirable aspect of competition. It can be neither condoned nor tolerated. As you officiate you will find it difficult to always catch an initiator of a fight. However, an official must react to sight stimuli and not officiate on player intent. The consequence is all players involved in the fight must be ejected. This does not include a non-resistant player, players are allowed to cover up to protect themselves but may not aggressively use force to claim self defense. Some basic guidelines are:

1. Keep control of the game through sound and preventive officiating.
2. If a fight occurs, get the supervisor immediately; write down all the numbers of players involved, eject all the players involved, and have a captain’s conference before play is resumed. Warn captains any further fighting will not be tolerated and the game will be stopped immediately.
3. Use preventive officiating through the use of verbal warnings and penalties. Many times an official’s time-out is all that is needed to stop a fight from occurring.
4. Always report any fight to the Intramural Supervisor (even if it is after the game). An incident form must be completed for all fights.
5. If you are attacked, immediately request aid. Remember, assault charges can be brought
against attackers on an official. The Campus Recreation office will support all officials if the wish to press charges.

**Misconduct Procedures**

1. If a coach, player, or fan is ejected from a contest, that coach, player, or fan must leave the playing field within 5 minutes. If the ejected person fails to do so, the contest shall be forfeited to the opposing team. Indicate all ejected players and/or teams on the score sheet.
2. All incidents must be reported to the Intramural Supervisor, who in turn must file an incident report.
3. Physical contact with officials will not be tolerated. Actions of this sort may constitute dismissal from Intramural Sports indefinitely.
4. Officials will be supported by the Campus Recreation office if all stated procedures are followed.
5. Remember always conduct yourself in a professional manner.

**Protest Procedure**

1. Protest are accepted on eligibility only. All other discrepancies must be handled immediately by the game officials and supervisors. Their decisions will be final.
2. Protest of Eligibility: Teams and/or individuals may protest the eligibility of a player or players suspected of playing illegally. If a team wishes to protest player eligibility notify the Intramural Supervisor immediately.
3. The Director of Intramurals Sports will decide and rule on the protest as soon as possible.

**Forfeits**

Any team or individual that fails to be ready for a contest at the appointed time with their current One-Card will forfeit to the opponent! If either team is not ready to play at the scheduled time, both will be charged with a forfeit. To obtain a contest victory by forfeit, the required number of participants must be present, sign in on the score sheet and be ready to play. Officials may not rule on forfeits, you must notify a Intramural Supervisor.

**The Officials Jurisdiction and Responsibilities**

**General**

The officials are jointly responsible for the enforcement of all rules and must cooperate closely in facilitating the orderly conduct of the game. He/She must also inspect the entire field and report any irregularities to the captain of each team, Intramural Supervisor, and to his/her fellow officials.

The referee (center official) has general oversight and control of the game. He/She is the sole authority for the score and forfeits of a game by the rules; and his/her decision upon all matters not specially placed under the jurisdiction of the other officials is final.

1. Alcohol, if seen on the fields should be brought to the attention of the field supervisor. Let the field supervisor handle the situation. Remember we do not want participants playing under the influence of alcohol.
2. Do not allow the crowd to get too close to the playing field. Try to make the captains responsible for crowd control as much as possible.
3. Do not make any unnecessary abuse! At the same time, do not abuse your authority and go off on an ego trip to how many players you can eject.
4. Make sure you only call what you see. Do not be tricked or goaded into any calls. Remember, focus on the calls that will make a difference and not call every little foul that will break up the flow of the game. Always be consistent.
5. Remind the teams to hustle between plays, as the clock does not stop.
6. Use your whistle! People cannot read your mind. When the ball is dead, blow your whistle!
7. Know your rules and be confident.
8. If a game is forfeit, your may be asked to assist on another field.

**Whistle Mechanics**

All officials on the playing field will carry a whistle. It is important to keep the whistle in your hand until you are ready to blow it. This will cut down on the amount of inadvertent whistles.
Let the play kill itself. Do not be in a hurry. It is better to be late and right. Make sure to sound the whistle loud and clear with one blow.

**Help Hints**

1. Be responsible for legality of substitutes.
2. Be courteous, but firm and fair when dealing with coaches and players.
3. Work as a team and leave the field together.
4. Keep all the plays boxed in.

**Pre-Game Duties**

1. Check game equipment and set-up field
2. Check score sheet
3. Soccer ball(s)
4. Stopwatches
5. Penalty Cards

**During the Game**

R: 1. Rule of legality of kickoff.
2. Has responsibility of the majority of the field, except those areas whose primary coverage falls to the assistant referees.

AR: 1. Make calls concerning possession if the ball completely crosses either touchline, as well as assisting the referee on whether the ball crossed the touchline or the goal line if the ball leaves play near the corners.
2. Make calls within the primary coverage areas.

**Post Game Duties**

All: 1. Record final score and circle winner’s name on score sheet.
2. Enter team sportsmanship ratings on score sheet and sign