

Wayne Gilbert Memorial Tournament Guide for Referees
(as of December 6, 2015)

This guide is intended to serve as a “one page” guide to referees on the key aspects of officiating the SFL tournament games and highlight the key differences between regular season games and games played by other leagues. If you have questions during the tournament, please call 703-476-6611. The SFL welcomes comments on how this document can be improved.

Topic	Comments
Game times	Game times for U11/12 games are two 30 minute halves. All other age groups have two 35 minute halves.
Can games end in ties?	It depends on the tournament division. The coaches should know whether the game can end in a tie. The web site has whether a game can end in a tie on the Tournament Schedule page. This is obtained by going to www.sflsoccer.org/age-group-information and clicking on the age group. Games that cannot end in a tie immediately go into penalty kicks if tied at the end of regulation time. The FIFA Procedures to Determine the Winner of A Match – Kicks from the Penalty Mark will apply, in accordance with applicable USSF guidance, unless otherwise instructed by the SFL.
Roster checks	<ul style="list-style-type: none"> • Roster checks are required before all games. Each coach must provide the referee a paper copy of their roster. If a coach does not provide a paper copy of the roster that team forfeits the game and the game is abandoned. If neither coach has a roster, then both teams forfeit. • Players stand up in uniform number order and provide the referee with their uniform number, name, and date of birth. Tape may not be used for uniform numbers unless specifically authorized by the SFL. • Players whose uniform number, name, and/or birth date do not agree with the roster are not allowed to play unless the opposing coach agrees to let them play. If a color clash between two teams exists, it is the responsibility of the home team to change colors by using an alternate colored jersey. Required numbers will be waived. Teams may not use alternate colored jerseys to avoid the requirement that the numbers on the SFL Team Roster must agree with uniform numbers worn by the players, i.e., team decides to wear alternate colored jersey although no color conflict exists. • The rosters also show roster problems that may prevent a player from playing. Players who have any of the following codes associated with their name are not allowed to play unless the opposing coach agrees to let them play: DPPMNP, DUNMBC, IBDMNP, No Number, and WRPMNP . Note: If a player’s uniform number is preceded with a 0, e.g., 01, the roster may show it as a duplicate number although it is not considered a duplicate. • A coach may also request a roster check after the game has started when circumstances warrant such a request, e.g., a number of players for the opposing team show up after the game has started and missed the initial roster check.
Play down rule	<ul style="list-style-type: none"> • A team is permitted to play with a maximum of two additional players on the field than the opposing team when the opponent does not have the maximum players allowed. However, this does not apply if the shortage is due to player(s) being sent off because the player(s) received a red card. • When the goal differential reaches 5 goals, the team with the most goals is required to (1) take a player off the field and (2) take another player off for each additional goal scored until the minimum number of players is reached (5 for 8 v 8 and 7 for 11 v 11).
Ending games early	<ul style="list-style-type: none"> • Games may be ended early when (1) weather conditions, such as lighting, dictate or (2) insufficient daylight exists to safely play the game. This is a referee decision and the game results at the time of termination are used regardless of when the game is terminated.
Water breaks	This is a referee decision and the referee may authorize water breaks during a half.

