

Summary of the Fall 2025 Area 1R/1N Interplay Guidelines for Referees

Before the Game:

- **Uniforms:** The referee retains the ultimate authority to decide whether a color conflict between the team's uniforms or socks exists. If the referee deems a color conflict to exist, **both** teams shall wear pinnies if alternate jerseys are not available. The Home Region shall supply the pinnies for both teams.
 - **Player eligibility:** Players are eligible to play in a match only if they are included on the team's current Roster (including pictures). The player's pictures must clearly show the player's face. The Roster does **not** need to be laminated or signed. Return the Roster after the check-in. Referees must exclude a team or player from playing if the Roster is missing or the player is not listed on the team's Roster, even if the player was only recently added to the team. **Referees have no discretion about this.**
 - **Player ID cards:** Player ID cards are not a substitute for the official team roster form.
 - **Roster:** If a team does not present a Roster to the referee prior to the start of the game, the team forfeits the game. In those circumstances, teams may play a scrimmage (but it will not count in the standings).
 - **Game cards:** Each coach must fully complete their game cards prior to the start of the match, including all the team's players' first and last names in jersey number sequence. Names of players or coaches who are not eligible to participate in the match **should be included** on the game card, but clearly lined through prior to the start of the match. Unless clearly lined through, a player's or coach's name on the game card will be considered clear evidence that the player or coach participated in the match.
 - **Coach photo badge:** The head coach and assistant coach **must wear a laminated photo badge**. A forfeit will not be declared if a Qualified Coach is not wearing their badge, if they are a Qualified Coach. However, if a Qualified Coach is not present throughout the match, the match will be declared a forfeit.
 - **Late starts:** Matches will begin within 15 minutes of the scheduled start time or field availability, whichever is later. The duration of the match will not be shortened if the match starts late. If there's a "double-booked" field, the Area 1R/1N game takes priority.
 - **Spectators:** Spectators will stay on their team's side of the field, and remain on the "non-AR" side of the touchline. Referees may decide to use a "reverse (right) diagonal" in which case the spectators will need to move to the other half of the touchline. Spectators are not allowed to loiter behind the goal lines unless they are retrieving stray balls.
- Referees:** If three Qualified Referees are not present, ask each team if they have a trained referee available. Player's parents or relatives can be an AR if they are (at least) wearing a referee jersey.

During the Game:

- No club linespersons unless the game is a forfeit (and therefore a scrimmage).
- Coaching (giving technical advice to the players) during the match is restricted to one badged head coach and one badged assistant coach. They must coach on their own side of the field and remain in the technical area.
- Substitutions: 1) for 16U and 19U: "free substitutions" (at any stoppage in play, with the referee's permission), and 2) for 14U: the quarter system.
- Referees do not enforce **regional** rules about $\frac{3}{4}$ (versus $\frac{1}{2}$) play, how many quarters a player may play as the goalkeeper, no slide tackles in certain divisions, etc. If a problem is suspected, the referee may add a note on the game card.

***Referees - Please carry a full copy of the Fall 2025 Area 1R/1N Interplay
Guidelines with you during the season.***

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Interplay Guidelines for Referees

- Timekeepers are required in the 16U and 19U divisions to record substitutions. The coach will provide the team's timekeeping sheet to the referee immediately following the match.
- Coaches shall not dissent calls by the Referee or Assistant Referees. Coaches shall actively encourage parents and spectators to exhibit similar respect and restraint. AYSO has adopted the USSF Referee Abuse Prevention Program. Report any referee abuse via the Area 1R website.
- It is the Coaches' responsibility to monitor the behavior of their team's players and spectators and to be proactive in promptly correcting behavior problems before or immediately as they arise. This includes supporting any referee's decision regarding play on the field (even if they privately disagree with the call or non-call) or poor behavior from any player, coach, or spectator.
- If asked by the referee, coaches have an obligation to identify by name any spectator associated with their team, including if necessary, inquiries of all parents or other spectators associated with their team. If a coach does not comply, make a note on the game card (and/or any Send-off Report).
- Under LOTG, the referee may add time to a half if there is a good reason, including injury, excessive celebration after a goal, etc.
- If discussing a contentious referee call, only one captain from each team may approach the referee.
- **Sanctions for Some Send-Offs Have Changed**
- A player who receives a send-off (red card) will be ineligible to play in, participate, or observe the balance of the current game, plus the team's next two (2) Fall 14U – 19U matches that are played.
- Generally, a coach or spectator who receives a send-off will be ineligible to participate, or observe the balance of the current game, plus the team's next three (3) Fall 14U – 19U matches that are played.

Exceptions: 1) a player that is sent-off for a second cautionable offense in a game shall miss the balance of the current game, plus the team's next Fall 14U – 19U game that is played, and
2) a player, coach, or spectator that is sent-off (or ejected) for violent conduct, or biting or spitting at anyone will be ineligible to play in, participate in, or observe the balance of the current game, plus **at least** the team's next three (3) Fall 14U – 19U matches.
3) the Area Director or Regional Commissioner may impose additional sanctions at their discretion.

After the Game

- The referee team will complete the game cards with the results of the match, including the names and badge levels of all members of the referee team. Did the match have three Qualified Referees?
- Coaches (or a team representative) are responsible for signing the game card after the match as the team's verification of the accuracy of all of the information that is on the game card.
- At the conclusion of the match, the referee will:
 - a) review both game cards for completeness and accuracy, including the notation of any cautions, send-offs, or ejections and the names and badge levels of the referee team on the match,
 - b) allow each team's coach (or representative) to review and sign the game cards and to take a photograph of the front and back of **both** game cards,
 - c) for 16U and 19U matches, collect each team's completed timesheets, allowing each coach (or representative) to take a photograph of **both** teams' timesheets,
 - d) If any send-offs or ejections occurred, the referee must submit a Send-off Report through the link on the Fall 14U – 19U page of the Area 1R website (within 24 hours after the match),
 - e) report any referee abuse through the link on the Area 1R website, and
 - f) submit the game cards, timesheets (if any), and any Misconduct Report to their Fall 14U – 19U Regional Coordinator and/or Regional Commissioner.
- Teams are penalized for not timely and completely reporting Fall 14U – 19U game results. Referees should not leave the field until the referees and the teams complete the six steps above (unless there's a significant threat to the referee's safety).

Referees - Please carry a full copy of the Fall 2025 Area 1R/1N Interplay Guidelines with you during the season.