



# Guidelines / Referee Summary - Spring 2026

## General Reminders

- **Referees will Wear Blue Jersey w/ GotV Badge:** All referees will wear a blue referee jersey + a GotV badge. Both are available at the Board Tent. **Jerseys must be returned.** Badges can be kept.  
**IMPORTANT NOTE:** Please be sure to still bring your yellow referee jersey in case of a color conflict.
- **Arrive 30 Minutes Prior to Game Time:** This should allow time to change into your Blue Jersey and get together with your referee crew for your pre-game, field check, player check-ins, etc.
- **Seating Arrangement:** Spectators **must** sit to the left of the Asst. Referee in 10U - 12U divisions
- **Color Conflict:** If there is a color conflict between both teams, the visiting team will be required to wear pinnies. Pinnies will be available at the Referee Tent.
- **Coaching (Giving Technical Advice to Players)** during the match is restricted to one Head Coach and one Asst. Coach **ONLY**. They both must remain in their technical area. Parents and spectators should not sit in the technical area nor provide advice to players.

## 8U Games / 10U-12U Playoff Games

Div	Halves	Full Game	Extra Time	PK Shootout
8U	20 min	40 min	Golden Goal	No
10U	20 min	40 min	No	Yes
12U	25 min	50 min	No	Yes

- *1 min water break between qtrs., 3 min half time max*
- **Running Clock (All Games):** *There will be a running clock for all games for each half.*

## Championship Games - 10U-12U

Div	Halves	Full Game	Extra Time	PK Shootout
10U	25 min	50 min	8 min (x2) / 16 min Total	Yes
12U	30 min	60 min	8 min (x2) / 16 min Total	Yes

- *1 min water break between qtrs., 3 min half time max*
- **Running Clock (All Games):** *There will be a running clock for all games for each half.*

## Guidelines (All Divisions)

- **Playoffs & Championship Game Coin Toss:** Will be used to decide possession at the start
  - The Home Team will call the coin flip. Winner decides ball first or side to defend.
- **Playoffs are single elimination games.** Winning team proceeds to the next round.
- **Game Cards:** Both Team Game Cards must be submitted to the tent after the game has concluded
- **Championship Game Opening Ceremony:** Will have an opening ceremony. Senior referees will work with Asst. Referees the day of to provide an overview of the process.
- **Send-Offs:** Any player, coach who receives a Send-off will be dismissed immediately from the fields and suspended from the remainder of the Gem of the Valley Tournament.

## 8U Event Saturday

- **Substitutions:** Can only be made at quarters and half time, unless there is an injury.
- **Reminder:** A goal may **not** be scored on kickoff or a goal kick. If this occurs the restart will be a goal kick to the defending team.
- **In the Event of a Tie:** Teams will play a “**sudden victory**” period (Golden Goal)
  - The 1<sup>st</sup> team to score a goal will be the winner.
  - The home team will have possession of the ball 1<sup>st</sup> and kickoff.
  - Players remain on the side they are currently on.
- There is no minimum playing requirement for the “Sudden Victory” period.

## 10U Division – Specific

### Playoff Saturday

- **Substitutions:** can only be made at quarters and half time, unless there is an injury.
- **Goalkeeper:** Is only allowed to play in the same keeper position for 2 quarters.
  - *There is no goal limit. (Please no blow outs- always remember good sportsmanship)*
- **In the Event of a Tie:** teams will proceed immediately with Penalty Shoot-Out (No Extra Periods)
  - *See Section Re: Penalty Shootouts Further Down this Document*

### Championship Game Sunday

- **Goalkeeper:** is only allowed to play in the same goalie position for 2 quarters.
- **In the Event of a Tie:** Teams will play two full Extra Time periods of 8 mins each (16 minutes total)
  - Home Team will start with possession / Visiting Team chooses side to defend
  - In OT Periods, players can play any position including goalkeeper as long as all other players have played at least 75% of the original game.
  - You are allowed to play your best keeper in the goalkeeper position again.
  - There are no minimum playing requirements for OT periods.
- **If the game is still tied after the 2 OT Periods:** Teams will proceed to Penalty Shootouts
  - *See Section Re: Penalty Shootouts Further Down this Document*

## 12U Division – Specific

### Playoff Saturday:

- **Substitutions:** Can only be made at quarters and half time, unless there is an injury.
- **Goalkeeper:** is only allowed to play in the same keeper position for 3 quarters.
  - *If a player plays 3 Quarters as GK, they are **REQUIRED** to play a 4th Quarter on the field.*
  - *Coaches will need to remember that all players **MUST play 75% of the game before any player is allowed to play all four quarters.***
- **There is no goal limit** - Please no blow outs - always remember good sportsmanship
- **In the event of a tie:** Teams will proceed with Penalty Shoot-Out (No Extra Periods)
  - *See Section Re: Penalty Shootouts Further Down this Document*

### Championship Game Sunday

- **Goalkeeper:** Is only allowed to play in the same keeper position for 3 quarters.
  - *If a player plays 3 Quarters as GK, they are **REQUIRED** to play a 4th Quarter on the field.*
  - *Coaches will need to remember that all players **MUST play 75% of the game before any player is allowed to play all four quarters.***
- **In the Event of a Tie:** teams will play two full Extra Time periods of 8 mins each (16 mins total)
  - Home Team will start with possession / Visiting Team chooses side to defend
  - In OT Periods, players can play any position including goalkeeper as long as all other players have played at least 75% of the original game.
  - You are allowed to play your best goalie in the goalie position again.
  - There are no minimum playing requirements for OT periods.
- **If the game is still tied after the 2 OT Periods:** Teams will proceed to Penalty Shoot-Outs
  - *See Section Re: Penalty Shootouts Further Down this Document*

## Penalty Shootout Information

- Penalty Kicks – 5 players from each team designated by the Coach
- Only players on the field at the end of regulation or extra time are eligible to participate in PKs
- The Referee selects the goal to be used for the Penalty Shootout
- Conduct a Coin Toss: Winning team chooses which team will kick first
- The goalkeeper is a player, and may take a kick at any point and must take a kick if all other players on the team have taken one. The Goalkeeper may be changed, with the Referee's permission, with any eligible teammate, at any pause during a Penalty Shootout
- If a team is playing short (i.e Player has been sent off, etc.) the other team must “reduce to equate” (as required by IFAB laws for a Penalty Shootout).
- If after the First Round of 5 players have done their Penalty Kicks and the game is still tied, each coach will pick another player until the tie is broken.
- If every player has attempted a penalty kick and the game is still tied, you would have players on the field kick again until tie is broken but it does not have to be in the same order