

2025
NJSIAA
&
Coaches'
Cup
Tournament
Preparation



- Postseason Procedures and Key Points of Emphasis

Arrival & Confirmation

- Arrive one hour before kickoff
- Confirm match details with home school and partner(s)
- Obtain rosters
- Brief the clock operator

Field & Safety Inspection

- Walk the field; confirm 25' spectator and 10' team areas
- Use cones if unmarked
- Ensure goals are counterweighted and nets secure
- Do NOT start with unsafe goals

Timing & Clock Management

- A stadium clock may be used and is the official time
 - Brief the timer before the match
 - When the clock stops and the signal used
 - When to restart the clock (ball in play) and the signal used
 - Announce the final 10 seconds of each period of play
 - Verify the horn is working and audible
 - Back up time must be kept by the referees
 - Correct the clock when necessary
 - If there is no stadium clock
 - Official time is kept by the head referee
 - Do not announce final 10 seconds

Timing & Clock Management

- Stadium clock is official when visible
- Speak with timer before kickoff
- Stop play to correct errors (prefer stoppage)
- No extra time or early termination
 - Don't end game with 12 seconds on stadium clock
 - Or continue game after the horn
- **Must** signal to stop clock
- If winding, start at waist level –otherwise you are indicating a IFK
- PKs – no need to adjust clock (~0.35 seconds)
- Mercy Rule in effect

Officials' Positions (3- Person System)

- As listed in Arbiter:
- 1st = Referee
- 2nd = AR1 (bench side)
- 3rd = AR2 (opposite)

Overtime Procedures – Golden Goal

- Two 10-minute periods
- Coin toss before 1st OT (end or ball)
- 5-min intermission before 1st OT, 2-min between
- Teams change ends for 2nd OT

Kicks from the Penalty Mark (KFTM)

- Referee selects goal
- Coin toss – first/second kick
- Only allow the 10 kickers total in the circle.
 - Team must remain in team area – do not let them down by the 18
 - Goalie should be off the field outside of the penalty area.
 - One referee administering the kicks (on goal line), one with the group of 10
 - If 3 man, AR on the line, AR in center circle, referee administering kicks
- No follow-up; ball leaving field or ball's energy spent ends play
- GK may change before each kick
- Any rostered (not sent-off) player may participate
- The kicks shall end at the point where the advancing team has been determined (i.e., one team cannot catch up)
- Cautioned kickers must sit for one round (one of their kicks)
- Cautioned goalies must sit for one of the opponent's kicks

Kicks from the Penalty Mark (KFTM)

- If the score remains tied after each team has taken five (5) kicks:
 - o Each coach will select any five (5) players, whether or not a player participated in the initial five (5) kicks, to take another set of five (5) kicks in the same team order in a sudden victory situation, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken.
- If the score remains tied after the second set of five kicks, the process will continue to repeat until a winner is determined.
- Keep doing sets of 5

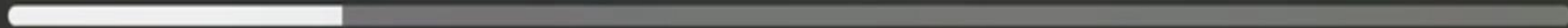
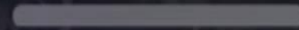
Kicks from the Penalty Mark (KFTM)

PENALTY KICK SITUATIONS: (14-1-2, 14-1-3 and 14-1-4)

Result of Penalty Kick	No Violation	Violation by Attacking Team Only	Violation by Defense Only	Violation by Both
Enters Goal	Goal	Retake	Goal	Retake
Goes Directly Out- of-Bounds	Goalkick	Goalkick	Retake	Retake
Rebounds into Play from Goal/ Goalkeeper	Play Continues	Indirect Free Kick	Retake	Retake
Saved and Held by Goalkeeper	Corner Kick	Indirect Free Kick	Retake	Retake
Ball Not Kicked Forward	Indirect Free Kick for the Defending Team			

Handling – Rule 12-2-2 (p.62)

- **b.** Not every touch of a player's hand/arm with the ball is an offense. A deliberate handball is one in which a player chooses to act, regardless of the outcome of that action, and is neither a reaction nor a reflex.
 - **c.** It is an offense if a player touches the ball with their hand/arm when it has made their body unnaturally bigger. A player is considered to have made their body unnaturally bigger when the position of their hand/arm is not a consequence of, or justifiable by, the player's body movement for that specific situation. By having their hand/arm in such a position, the player takes a risk of their hand/arm being hit by the ball and being penalized.
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- A player shall be penalized for deliberately handling, carrying, striking or propelling the ball with a hand or arm.
 - Exception – goalkeeper in own PA.
 - Upper arm boundary = bottom of armpit.
 - Not every touch = offense; deliberate means a choice.
 - Offense if hand/arm makes body unnaturally bigger.
 - Goal scored by hand/arm → offense.
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- [First play is legal 1.mov - Google Drive](#)



0:25:48

-1:34:47



Offside – Rule 11-1-5

- Offside position itself is not an infraction
- Player only penalized when involved in active play:
 - Touches ball from teammate
 - Interferes with opponent (vision, challenge, action)
 - Gains advantage from rebound/deflection
- Restart = where involvement occurs, not original position.

Team & Bench Decorum

- Coaching area = 10 ft from field (cones if needed)
- Misconduct → caution or disqualification
- Maintain professionalism
 - Be polite but firm

Shin Guards – Rule 4-1-1

- Must meet NOCSAE standard (visible seal & height)
- Worn under socks
- Age-appropriate size
- Cannot participate until corrected

Stopping a Promising Attack (SPA) – Rule 12-8 Sec 7 (p.67)

- **SECTION 7 STOPPING A PROMISING ATTACK**
- **ART. 1 . . .** A promising attack is an attack moving quickly toward the opposing team's goal with the promise or potential to become a clear goal-scoring opportunity for the attacking team. A promising attack can occur anywhere on the field.

Stopping a Promising Attack (SPA) – Rule 12-8 Sec 7 (p.67)

- When determining if an attack is promising, the following considerations would include but are not limited to:
 - a. distance between the offense and the goal;
 - b. general direction of the play;
 - c. likelihood of keeping or gaining control of the ball;
 - d. location and number of defenders;
 - e. attacking team is moving forward with pace (speed);
 - f. open space in front of the player with the ball or the presence of other attackers who could receive the ball;
 - g. player has the option to take on defender or pass to teammate;
 - h. the attacker has assistance from teammates.

SPEED

SPACE

OPTIONS

- Cynical or tactical/professional foul
- **ART. 3 SPA** in PA NOT cautioned if the offense was an attempt to play the ball; in all other circumstances (e.g., holding, pulling, pushing, no possibility to play the ball, etc.) YC issued.

Denying an Obvious Goal-Scoring Opportunity (DOGSO) – Rule 12-8 Sec 8 (p.68)

• DOGSO

- Referee considerations:

1. distance between the offense and the goal;
2. general direction of the play;
3. likelihood of keeping or gaining control of the ball;
4. location and number of defenders.

If even one element is missing, it isn't obvious.

Downgraded if in PA and attempt to play the ball.

<https://www.youtube.com/live/6gVtNjucpoQ?si=JgWJj-hyaQLoGvhu&t=5308>

The wider the angle of attack and the further away from the goal, the less OBVIOUS a Goal Scoring Opportunity is denied



Final Reminders

- Be proactive & professional
- Maintain consistency & composure
- Know the rules!