



TARSA REFEREE SUMMARY INSTRUCTIONS



A completed TARSA Player Pass must be presented to the Referee at the time of team check-in. In lieu of individual player passes the team may use their official FYSA Roster with each player's photograph on the back along with player name and FYSA pass number under the picture and the entire roster laminated. An official FYSA roster printed from the FYSA site must be used and does not require a signature.

The winning coach mails in the game report with this info, not the referee:

- If a Player is serving a suspension as noted on the Game Report (player must be on the sidelines at check in)
- If a Coach is serving a suspension, it must be noted on the Game Report and the Coach cannot be on the Player side of the field at anytime pre, during or post game.

FIRST TWO WEEKS OF THE SEASON

An official FYSA Roster is needed beginning with Week 1. The FYSA Roster must indicate players name, pass number, and uniform number. Games need to be reported on an acceptable game report. Player Passes with photos and lamination are required, but lamination may be waived during the first two weeks only. Keep in mind that any final decision regarding the playing of the game is at the Referee's discretion. During the first two weeks, any game which the Referee does not allow to be played because a team does not have the above, will NOT be a forfeit, but will be considered a Unilateral Postponement. Beginning with Week 3, ALL TEAMS MUST meet one of the following criteria for proper team check-in: (1) FYSA Roster and laminated TARSA player passes (with player signature, DC signature, and photograph; or (2) laminated FYSA Roster with player uniform numbers included and player photographs on back.

PRE-GAME CHECK-IN

Teams must provide the following documentation: (1) Each team must provide a copy of their FYSA Roster; (2) Laminated TARSA or FYSA player passes (with photograph on back) for each player on the team (pass may be a FYSA Permanent or Temporary Pass or a TARSA Player Pass); **OR** teams may also present a laminated FYSA Roster with the photographs of all players on the back, listed by roster number (not uniform number); (3) Any coach present in the technical area must present a valid and laminated FYSA volunteer pass for the participating team, to include an identifying photograph. No adult should be on the team sideline unless listed on the roster as a coach.

GAMES

- All games are to be played using FYSA Rules as modified.
- U8 games are played without off sides. All kicks are Indirect.
- U10 Games - NO OFFSIDES will be called, but if the Referee determines a coach is deliberately playing a player in a "cherry pick" position to gain advantage, the Referee will call "unsportsmanlike conduct" on the coach (team), not the player, and then award an indirect free kick to the other team at the spot of the player deemed to be "cherry picking"
- Player numbers (maximums and minimums) are:

<u>Age Group</u>	<u>Players</u>	<u>Maximum</u>	<u>Minimum</u>
U10	6 vs. 6 (including goalkeeper)	6	4
U12	8 vs. 8 (including goalkeeper)	8	6
U14 and Up	11 vs. 11 (including goalkeeper)	11	7

- Teams are required by TARSA Rules to "play down" when ahead by 5 or more goals. U12 and below are required to change keepers at halftime. All players are to play one-half (50%) of the game. These Rules are not FIFA rules. Please request that they follow them, and if they do not please note on game report.
- Water breaks are allowed at the discretion of the Referee per current FYSA water break policy.
- Any coach can substitute a player immediately who has just received a yellow card to allow a "cooling off" period. The opposing coach may substitute an equal number of players to coincide.

POST GAME

- Red Card - DO NOT PULL THE PASSES. Send a copy of the Game Report and rosters to:
 - Girls: Dave Dudash (TNC) 7417 Oakvista Circle, Tampa, Florida 33634, 813-727-3200
 - Coed: Bob Gilmore, , 18909 Edinborough Way, Tampa, Florida 33647, 813-973-4034
- Only IF any of the following cases occur:
 - If a Red Card or Send off occurs.