#### **Field Commissioner Duties**

### **Overview**

Check in with the existing Field Commissioner to ensure a smooth transition from one game to the next.

Make sure that you put 5 balls (spread out) at the end-lines. The balls should be placed at the end lines during the huddle with the captains right before the game begins. These balls must be picked up after the game and placed back in the game box.

Introduce yourself to the opposing coach and welcome them to our field. Let them know where their team can set up. At James Lee, the visiting team sets up opposite the bleachers and the side closest to the tennis courts. At Mason District, the opposing team sets up closest to the path. At Falls Church HS, teams set up on the far side of the field.

**ALWAYS** Introduce yourself to the officials and let them know you are the field commissioner.

The Team Parents have assigned volunteers to run the table (clock and scoreboard), so introduce yourself to them as well. (No scores are kept at U9). Please familiarize yourself with the rules of the game for each level..(in game box)

Rosters must be exchanged prior to the start of every game.

Make sure there are only 4 coaches from each team in the coaching box area. If there are more than 4 or parents are directly behind the coaches, please ask them to move.

Your job is to keep a peaceful atmosphere on the field.

The parents must stay on the opposite side of the field at JAMES LEE.

No spectators are allowed to sit behind the goals.

If there is a question on the rules, the rule book is in the GAME BOX. Coaches and parents must remain calm and respectable. No profanity from coaches, players or spectators.

There are NO PETS allowed at the fields. You must ask that the pet be removed.

Please make a walk around the field at half-time and pick up any trash.

There must be <u>5 GAME BALLS</u> spread out behind the goal line. The clock is RUNNING (only stops for time-outs) and we don't want to take away time from the boys playing to run and fetch balls.

Overtime: This always seems to come up. There is NO OVERTIME in U11 games. U15 and U13 have overtime. It is a 4 minute Sudden Victory. The clock starts/stops on the whistle in overtime.

The permits for field use are in the game box, should the county ask to see them.

Should an emergency arise or a player is having trouble breathing, can't move, etc., please call 911 immediately.

# **Details**

## Manage the Field

- Ensure that the host club has provided the appropriate game equipment (clock, table, horn, first aid)
- Manage the spectators by ensuring that all spectators are on the correct side of the field and that the NVYLL code of conduct is enforced.
- Help ensure that the games start on-time
- Ensure that departing teams leave the bench area quickly and without trash.

### Manage the Game

- Confer with the official before the start of the game to briefly mention the age division of the game to be played and any special league rules.
- Ensure that the coaches remain in the coaches' box and that they adhere to the code of conduct.
- Ensure that the home team provides a capable game timer. The Field Commissioner should oversee the timing of the games and penalties, but is not required to be a timer.
- Ensure that the game runs according to the rules

# Manage Expectations

 Identify when a game or situation is starting to escalate out of control. Take proactive measures to ensure that the coaches, players, officials, and spectators all abide by the Code of Conduct.

Provide unbiased reports for Code of Conduct violations.

### Rules

All games will be officiated according to NFHS and USLYC Rules as amended with the following additional exceptions:

- Game and field conduct is the responsibility of the Home team, Game officials and Field Commissioner.
- Keep all parents on the opposite side of player area and away from the endlines.
- Penalty enforcement is served while the ball is in play. Stop and start time is enforced for penalties while game time is a running clock. The game clock will stop on all whistles during the last two (2) minutes of all U15, U13, and U11 games and during the last two (2) minutes of any overtime period (overtime applies to U15 and U13 only). Except in the case when the five goal rule applies.
- Failure to exchange rosters between the coaches prior to the start of the game is an immediate forfeiture.
- Code of Conduct shall be adhered to and enforced fully by the game officials and Field Commissioner.

Sportsmanship is paramount during all NVYLL play.

# **Boys' Timekeeper Instructions**

- 1. The first rule is that all games start and finish on time.
- 2. **All games are running time**. The Clock only stops for time outs or when indicated by the referee for an injury.
- 3. All penalties are stop time. The penalty clock starts and stops on the whistle. Unexpired penalties will carry over to the next quarter/half. Penalties may be released upon a goal being scored check with the referee before releasing any penalty.
- 4. There are 2 minutes between quarters and five minutes between halves.
- 5. **Two minute rule**. For divisions in which this rule applies (all but U9 games), the game clock will stop and start on the whistle in the last two minutes of the final quarter and any overtime period. For example: if the ball goes out of bounds at the 1:59 mark and the whistle is blown, the clock stops and restarts on the whistle, however, if the ball goes out of bounds at the 2:01 mark and the whistle is blown, the clock continues to run. If the slaughter rule is in effect (five goals for boys), the non-winning coach may opt to play running time for the final two minutes of the game.
- 6. **Sudden Victory**. If there is overtime, the first goal ends the game. If no goal is scored during the period, the game is a tie.
- 7. Time Out. Time outs are two minutes.

Division	Game Time	Time Outs	2 Minute Rule Applies During	Overtime
U15	12 minute Quarters	2 per half per team	Fourth Quarter and overtime	One four minute sudden victory period, one time out
U13	10 minute Quarters	2 per half per team	Fourth Quarter and overtime	One four minute sudden victory period, one time out
U11	10 minute Quarters	2 per half Per team	Fourth Quarter	None
U9	10 minute Quarters	1 per half Per team	No	None