

# REFEREE INFORMATION / INSTRUCTIONS

CMO35 WEB-SITE: [www.cmo35.com](http://www.cmo35.com)

**Rules:** CMO-35 uses the F.I.F.A. Laws of the Game with a few changes. Unlimited substitutions are allowed. On ALL throw-ins EITHER team may sub. Sliding-Tackles are NOT allowed. Please see the complete explanation of this rule change on the Website (**Rules**) Each team will have two 'Captains' (Coordinator & Captain). Only these two players are allowed to speak to the Referee. Both teams must be on the same side of the field; Home team chooses side. All ADULT spectators must be no less than 20 feet from team areas or, when requested by the referee, on the opposite side of the field.

**Schedule:** The Referee schedule will be on the Web-site on the *Rosters/Forms* page under the column titled: Game Forms. Field directions can be found on the League/Field page.

**Referee Fee:** \$90.00 paid as follows: \$70.00 before the game starts . Unless otherwise noted on the schedule the Home team pays the Referee. You will be paid \$20.00 per game report submitted to Web site **before 5pm Tuesday** following the match (paid by the League at end of season). AR's, when assigned, will be paid 7-14 days after the game by the League. **Center Ref** – be sure to list your AR's names in your game report, they won't get paid without it.

**Start time:** All games start at 9:30 am (unless otherwise noted on schedule). A 15-minute grace period is required. After the 15-minute grace period you may choose to stay longer or leave, in either case you are to be paid. **Games are to be started as soon as both teams have a minimum of 7 players.**

## Rosters and Passcards:

1. The Referee is required to check-in ALL players using the Game Day Roster.
2. Each team manager will supply a game day Roster.
3. **NO Roster – NO GAME**
4. The Roster **DATE MUST BE VALID.** DO NOT accept an expired Roster!
5. If a player's name is not on the Roster they are not registered with CMO35 and **CANNOT play. NO EXCEPTIONS TO THIS RULE.**

You **Do Not** have to check player passcards. However, you have the right to ask the player to confirm his identity by showing you his Passcard OR Drivers License. If the player refuses or cannot produce his passcard or license that player is no longer eligible and **CANNOT PLAY.** The name and date of birth on the passcard or drivers license must match the roster. **VERY IMPORTANT: IN ALL CASES THE PLAYER'S NAME AND DATE OF BIRTH MUST BE ON THE VALID ROSTER AND MATCH THE PASSCARD OR LICENSE.**

**Cards:** ALL CARDS (Red & Yellow) must be reported to the League Website: (See **After The Game** below). If a player receives a Red card you do **NOT** have to keep his passcard. When submitting your game report through the Web-site be sure to list: Players name, card issued (caution or sendoff) and reason for card. Please give detailed information when reporting a Red card. This information will be used to determine the number of games that player is suspended. Please remember to report both Red & Yellow cards. Yellow cards do accumulate for game suspensions.

**After the Game: Report the score and ALL cards red OR yellow.** Also report ANY other issues encountered before, during or after the game, ANYTHING! Please send your report as soon as possible to the League Website. Once on the website be sure to enter your name, email address and the score (your name & email are needed to verify who you are). Enter detailed information on **ANY CARDS** issued (Cautions or Send Offs) or any other issues, no lines, nets, missing rosters, team behavior, etc. When a player receives 3 Yellow Cards in a season he will receive a 1 game suspension. Whenever possible please report the score and cards issued no later than 5 PM Tuesday following the game. Remember, you receive \$20 for every game report submitted **by 5 PM Tuesday.** Center Referees – When AR's are assigned PLEASE don't forget to list their names on your game report. It's the only way they will get paid.