



2011-12 ECNL REFEREE MEMO: ECNL NATIONAL EVENTS

Note that the ECNL is different from most leagues. A couple of points that need to be highlighted include the substitutions, stoppage time, match reports, casts and sanctioning.

MATCH REPORTS

- **Pre-Game Responsibilities:** Each team (both Home and Away) will print out and bring a pre-match report and give it to the referee prior to kick-off. Regardless of the number of players listed on an ECNL Match Report, no more than 18 players shall be eligible to appear in an ECNL Competition. If more than 18 players appear on the Match Report, the 18 players “activated” for the game must be designated as so. If you need to hand-mark someone off, that is fine
 - Age-appropriate players not pre-printed on the roster may be hand-written on the roster so long as they have a player pass. Every player must have an ECNL Permanent Card. A player may only play in one game per day. A player may only play in one fixture competition against the same opponent (regardless of the date).
 - **Discovery Players** are tied to the team in which they’re rostered/carded. (They’re not eligible to play up/down.)
- **Post-Game Responsibilities**
 - **Player Cards:** Return the player cards to the coach or team manager directly after the game.
 - **Match Report Information:**
 - **Basic Information:** The referee shall fill out the pertinent information (score, goal scorers, and discipline).
 - **Player of the Game:** Each coach shall fill out the “player of the match” section at the bottom of the form and sign the Match Report.
 - **Match Report Submission:** The referee will submit the ECNL Match Report to the designated ECNL contact immediately upon conclusion of the specific game.

PLAYER CARDS

- **ECNL Permanent Passes:** Every player must have an ECNL Permanent Pass in order to play. ECNL Permanent Passes resemble a credit card. Every player must be listed on the roster on the Match Report in order to play.
- **Players Handwritten on the Match Report:** Their Player Pass must be an ECNL Permanent Pass from the same ECNL Member Club (the player may be playing up, if she is playing down in age group, she must be age eligible).

SUBSTITUTIONS & PLAYER CARDS

- Substitutions per half: Only seven (7) subs per half and a player may not re-enter during that half.
- Prior to each match the referees should collect the cards of the starting 11.
- When a player is substituted, AR1 should collect that player’s card when she enters the game. At the end of the half all player passes shall be returned to the teams. The same procedure is repeated for the second half.
- Please remember to give all Player Cards back to their respective Coach or Team manager upon completion of the match.

STOPPAGE TIME

- Stoppage time is necessary and should be at the discretion of the referee. All of these games count towards league standings. The referee has discretion on all stoppage time matters. In any instance that a game is severely delayed due to any circumstances, the ECNL staff at the event should be notified and a decision will be made after conversing with the committee and referee assignor.
- There is no overtime in ECNL National Events (with the exception of the ECNL National Championships).

INTERNATIONAL START

- All games should have an international start.

UNIFORMS

- The ECNL advises each team to bring both their light and dark jersey to each game.
- Home Team is the first team listed on the schedule. The home team wears light uniform top/socks; away team wears dark uniform top/socks.

CASTS & SANCTIONING

- The ECNL does not have a written rule on player casts. It is up to the discretion of the referee. This is not a USYSA event. This is a US Club Soccer sanctioned. It is at the discretion of the referee as long as he/she deems it safe to play in.

If you have any further questions or want further clarification please contact Sarah Kate Noftinger, ECNL Commissioner, at skate@eliteclubsnationalleague.