

DOUBLE-DUAL SYSTEM (DDS):
(A 3 referee , 3 whistle officiating
system)

FOR PIAA REGULAR SEASON

&

PLAYOFF GAMES

Prepared by Gerry Blase

10/24/21

Principle:

- Three qualified referees work together as a team to manage the game
- All three function on the field:
 - Can move on and off the field, as needed
 - Stay close to play and players

Principle (cont.)

- Equally share in control:
 - A decision by any one is valid
 - All record misconduct to assure completeness

Concentrate attention in specific areas:

- Where patterns make observation most effective
- All responsible for any violations

Referee Responsible for Managing Restart and Second Whistles (when required)

Restart	Referee
1. Start of Play	Center
2. Free Kicks	Center except <i>if deep in defensive end</i>)
3. Off side	Center
4. Substitution <i>game)</i>	Per stoppage (<i>or CR if agreed in pre-</i>
5. Corner Kick	Side Referee OR CR (<i>closest to kick</i>)
6. Goal Kick	Center
7. Penalty Kick	Center
8. Throw in	Side Referee(<i>or CR if agreed in pre-game</i>)
9. Drop Ball ball)	(closest offensive official not dropping the
10. Signals (CR always signal direction/ SR mirror direction on throw in side/ ALL indicate IFK)	

Rotation Intervals: (rotation should be done during a stoppage of play)

- Between the 26th & 27th minutes
(about 13-14 minutes left in the half)

Far side official and Center official change positions

#2 CR ends the first half and restarts the second half

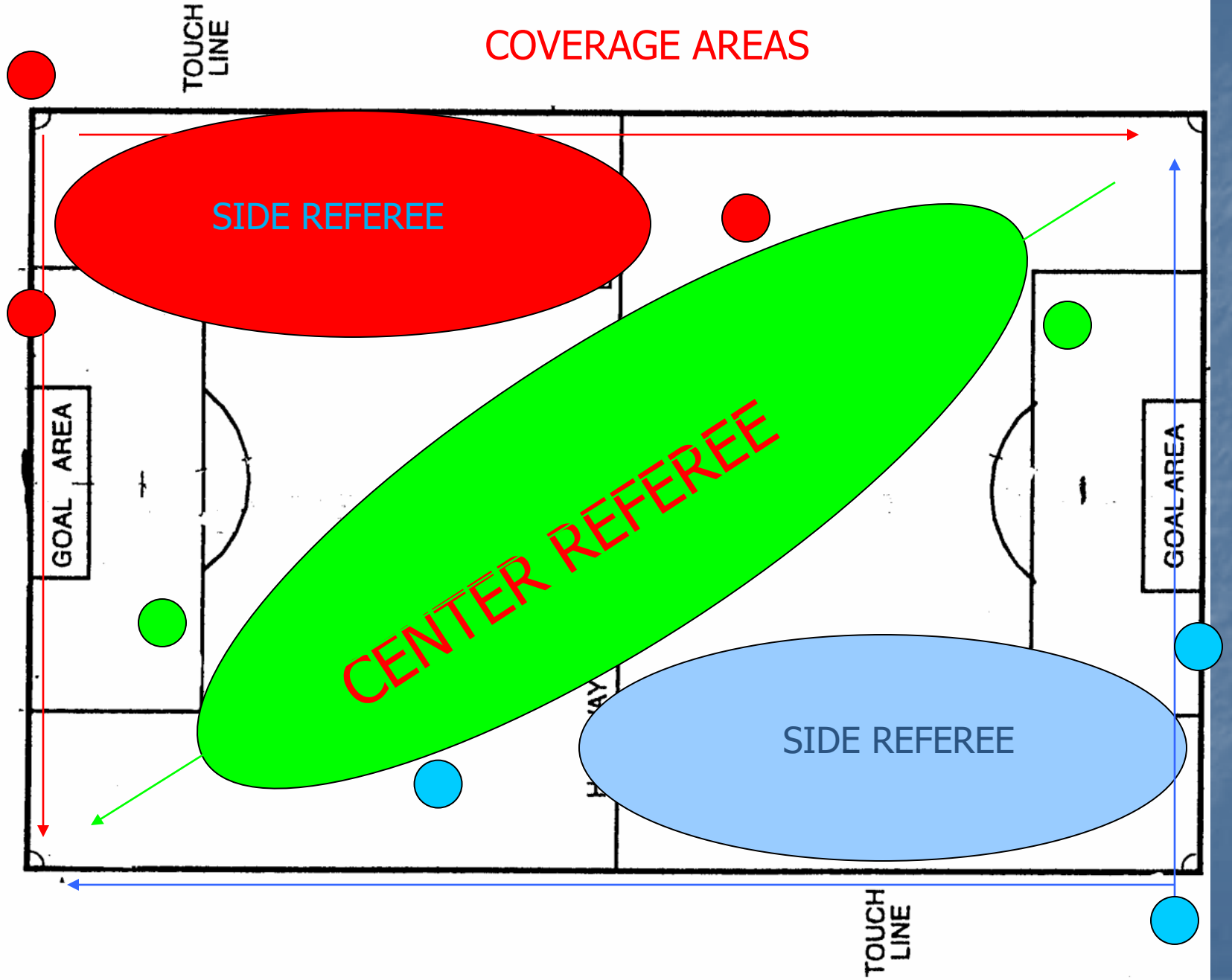
Before starting the 2nd half, side referees exchange positions

- Between the 53rd & 54th minutes (about 26-27 minutes left in the game)

Far side official and Center official change positions

REMEMBER THE CLOCK SHALL BE STOPPED IF A TEAM IN THE LEAD
SUBSTITUTES DURING THE LAST 5 MIN OF THE MATCH.

COVERAGE AREAS



OVERTIME PERIODS

Regular season 2x10

POST Season 2x15

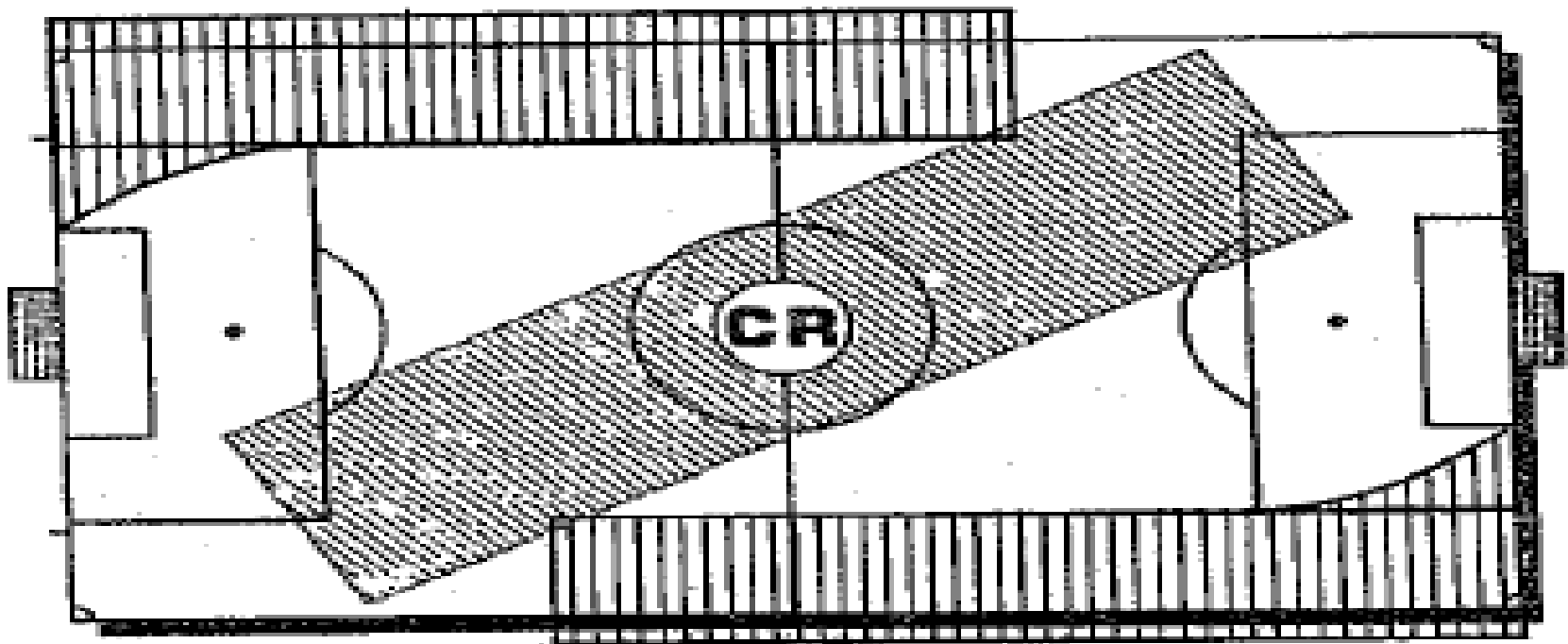
Championship 2x20

(5 minute break flip coin)

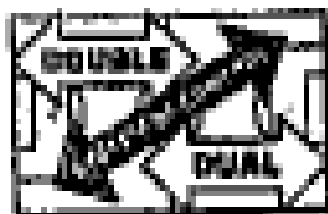
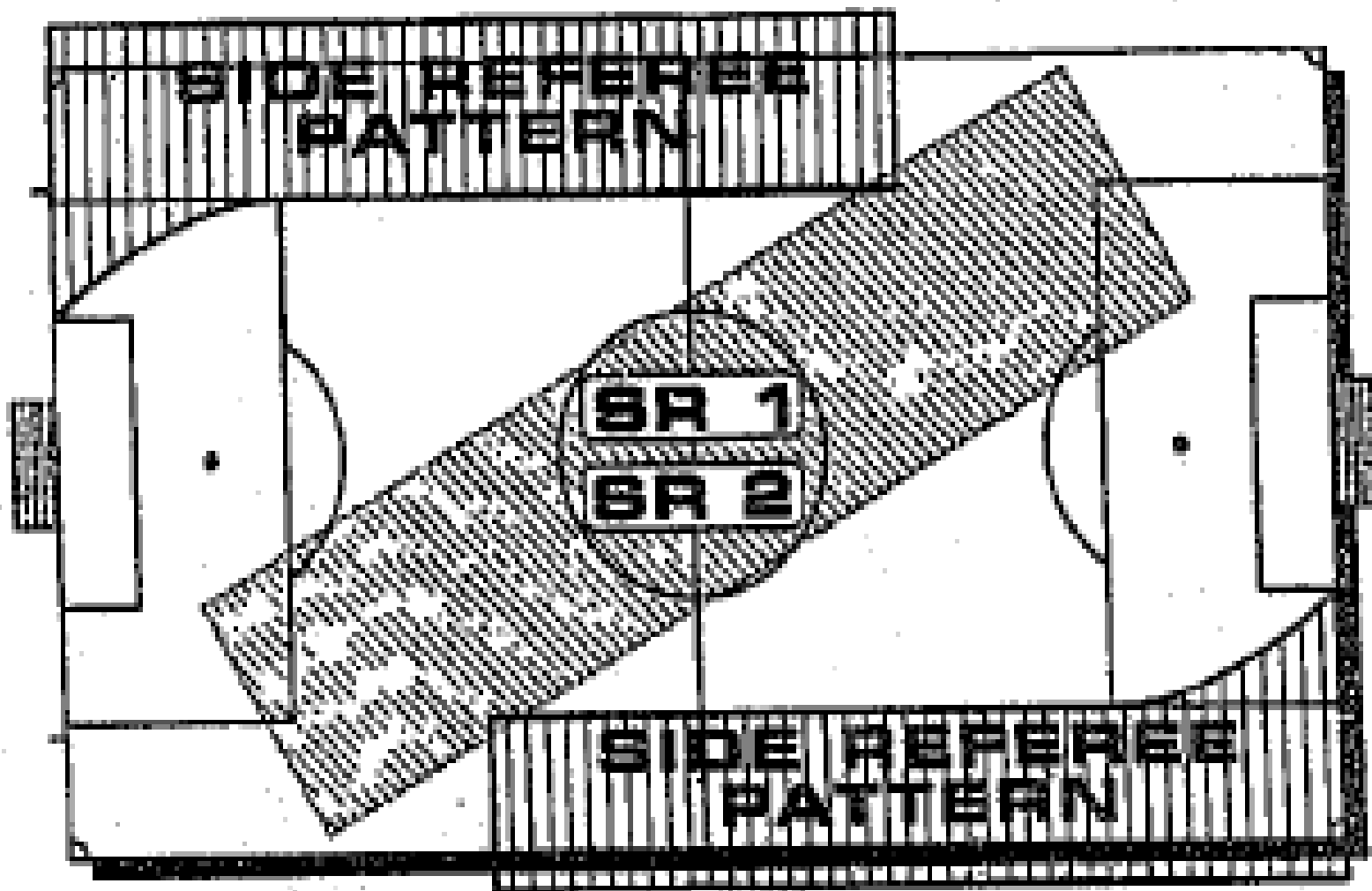
- Referee Rotation
- Start as original crew set up - #1 CR handles the 1st **7 minute** first overtime period (**10 min post season**),
- #2 CR handles last 3 min of first half (**5 min Post Season**), and first 3 (5 post season) min of second half. (side referees switch sides during the ½ time interval (2 minute interval)
- #3 CR handles the last **-7 min** of second OT period (**10min Post season**)
- #1 CR handles the administration and execution of the "kicks" if required, CR 2 & 3 handle players and goal judge.

ALL OVERTIME PERIODS ARE "GOLDEN GOAL"

Coverage Areas



1. OBSERVE FOR & PENALIZE VIOLATIONS
2. BOX IN ACTIVE PLAY & PLAYERS WITH SR
3. NORMALLY MANAGE FREE KICK RESTARTS
4. ONLY CALL OUT OF PLAY OVER TOUCH & GOAL LINES IF BETTER SIGHTED



1. BOX IN PLAY & PLAYERS WITH OTHER SR
2. BOX ON ACTIVE PLAY & PLAYERS WITH CH
3. DETERMINE OFFSIDE VIOLATIONS
4. PENALIZE FOULS & VIOLATIONS
5. AWARD RESTARTS FOR OUT OF PLAY OVER TOUCH & GOAL LINES

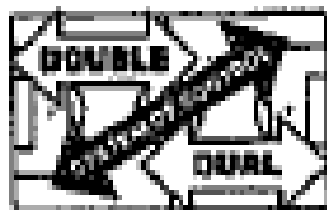
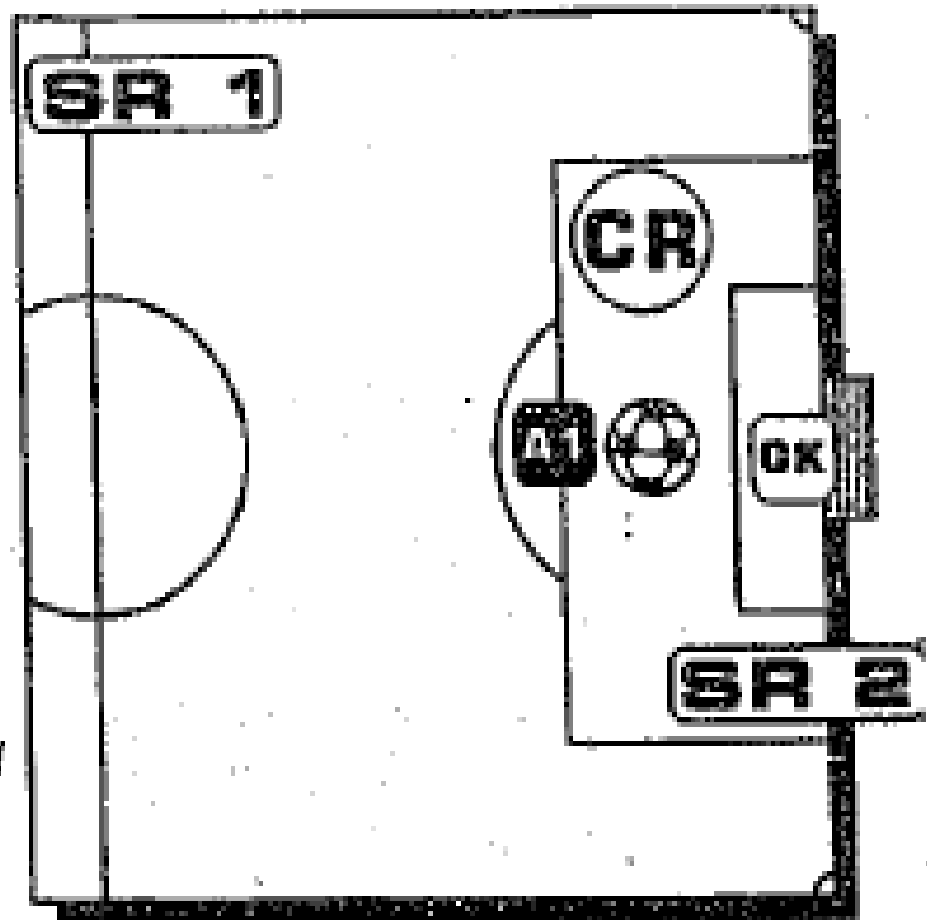
THE PENALTY KICK

THE AWARD

1. REFEREE WHO OBSERVES WHISTLES
2. SIGNALS TO STOP THE CLOCK
3. QUICKLY TO POSITION

THE RESTART

4. CR WHISTLES
5. CR OBSERVES KICKER, ENCRoACHMENT, GOALKEEPER MOVEMENT
6. SR 2 OBSERVES FOR GOAL, GOALKEEPER MOVEMENT, ENCRoACHMENT
7. SR 1 OBSERVES WHOLE FIELD & PREPARES FOR QUICK COUNTER ATTACK IN THE EVENT OF A SAVE BY THE GOALKEEPER



FREE KICKS NEAR GOAL

1. DISCUSS & AGREE AREAS AT PREGAME BRIEFING

DR 2

2. MOVE QUICKLY TO GOAL LINE POSITION
3. OBSERVE FOR GOAL, BALL OVER LINE, VIOLATIONS

CR

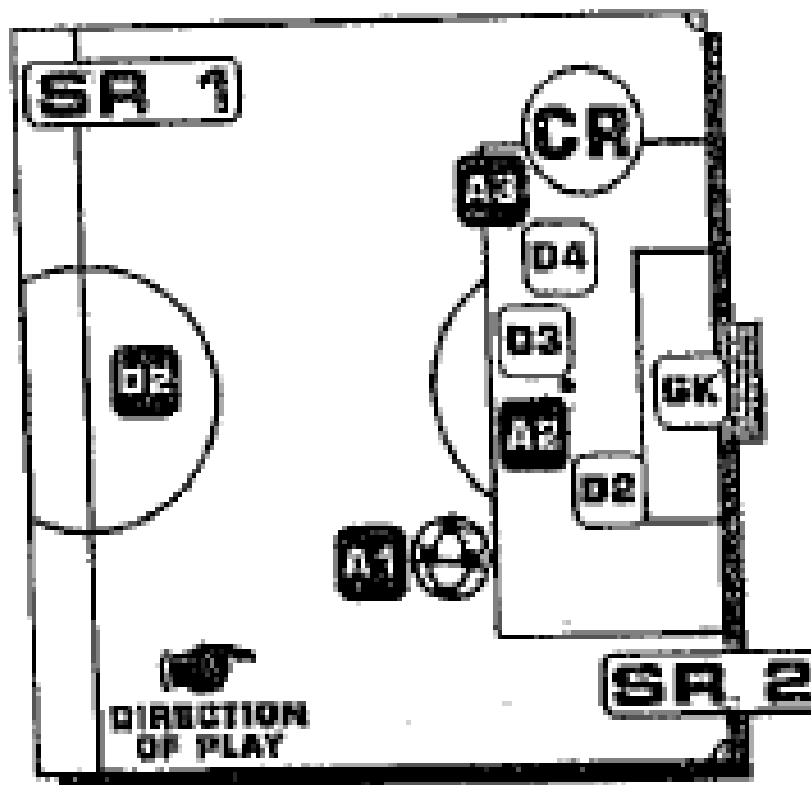
4. OBSERVE FOR OFFSIDE, VIOLATIONS

BR 1

5. OBSERVE FOR VIOLATIONS & WATCH FOR QUICK COUNTER ATTACK

ALL

6. RECOVER POSITION QUICKLY IF PLAY MOVES BACK UP FIELD



THE CORNER KICK

CR SR 2

1. INDICATE & AWARD (USUALLY SR)

SR 2

2. MOVE TO CORNER (FLEXIBLE POSITION)

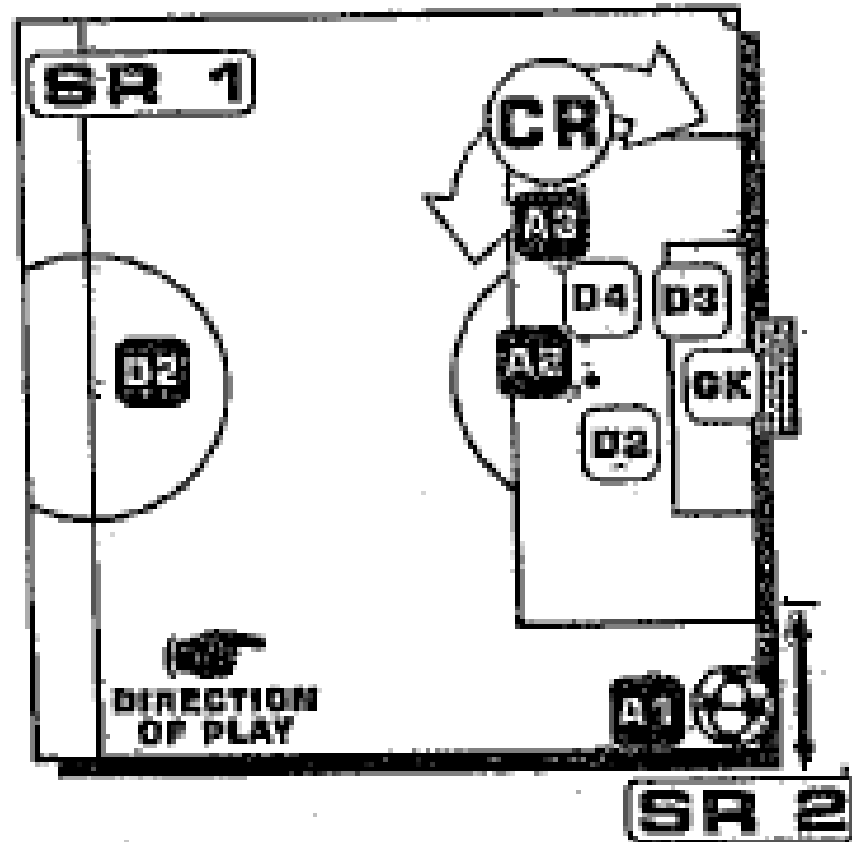
CR

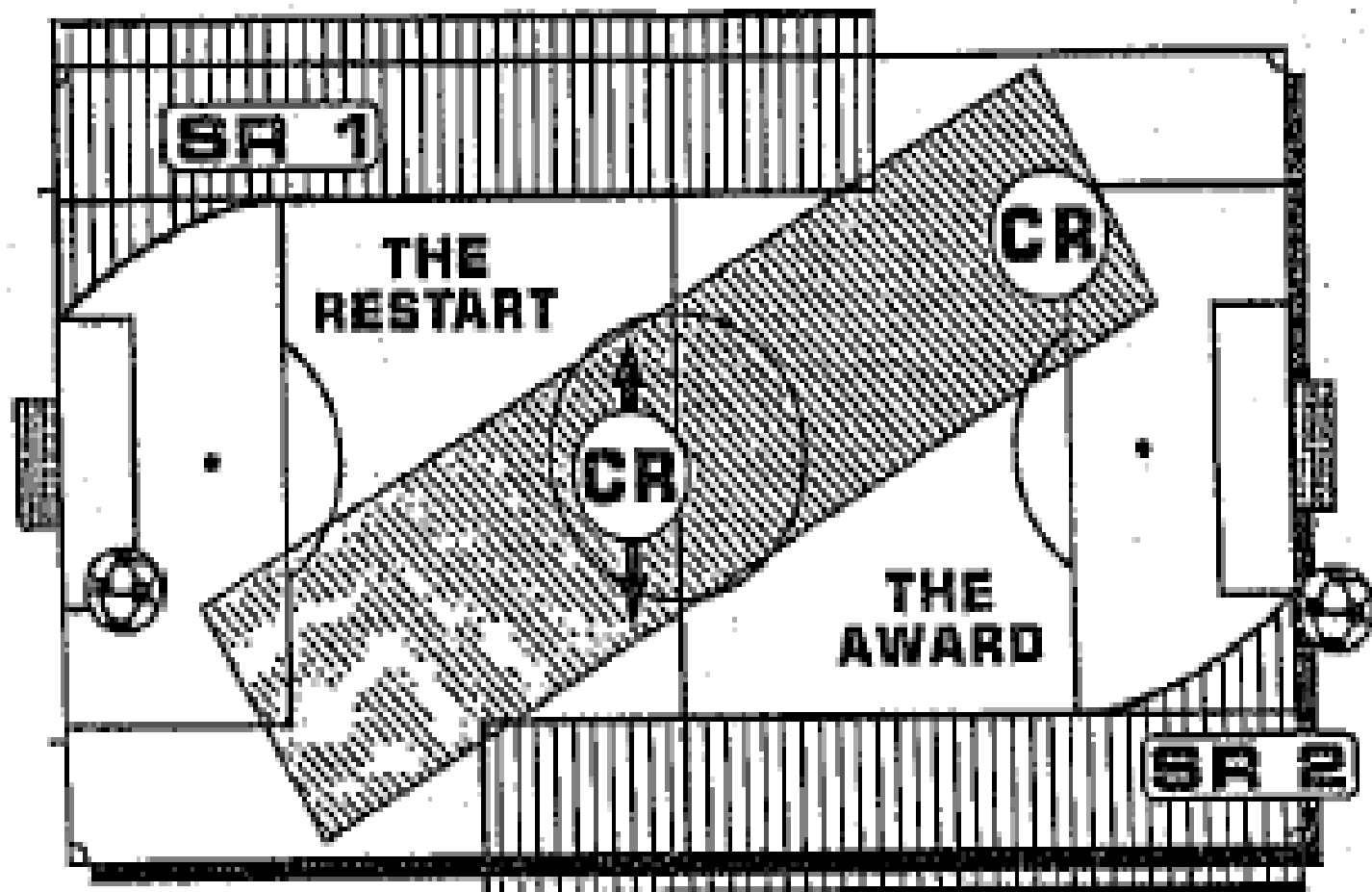
3. MOVE TO END OF PATTERN (FLEXIBLE)

4. SIGNAL FOR RESTART

SR 1

5. WATCH WHOLE FIELD & PREPARE FOR QUICK COUNTER ATTACK





THE GOAL KICK

1. SR USUALLY INDICATES
2. CR INDICATES IF BETTER SIGHTED
3. ONE REFEREE INDICATES, OTHER CONFIRMS
4. EYE CONTACT IMPORTANT
5. CR WHISTLES, IF HEADED

THROW - IN

THE AWARD

1. SR NORMALLY INDICATES

THE RESTART

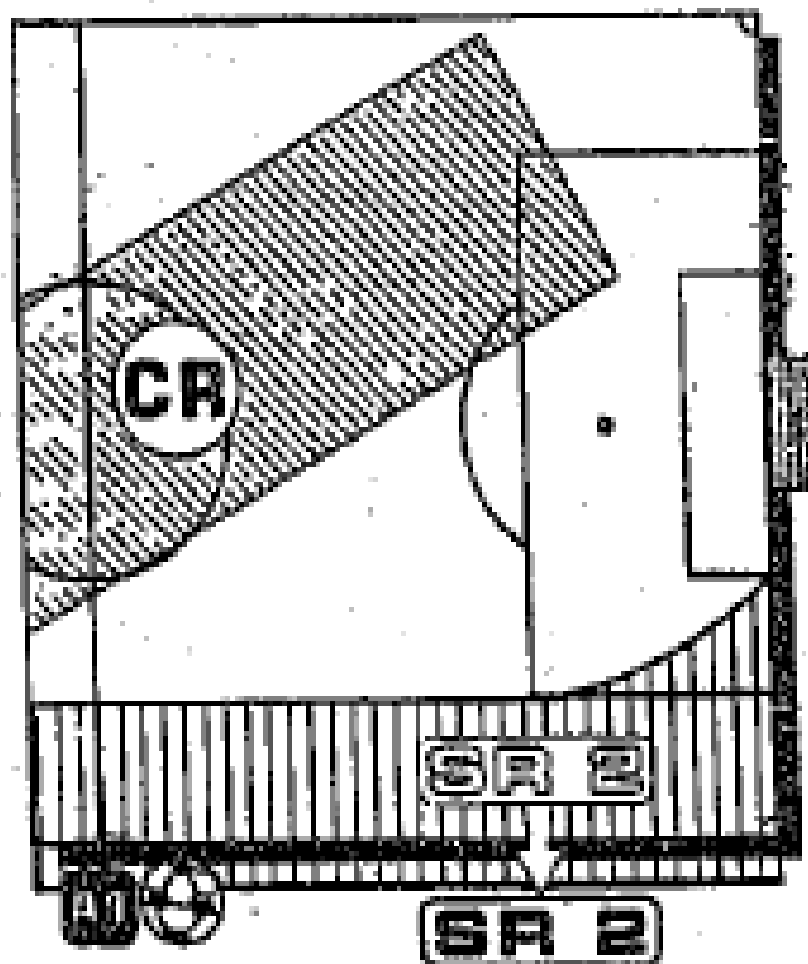
2. CR & SR IN NORMAL PATTERNS

3. IF PROBLEM, NEAREST REFEREE ATTENDS

4. CR OBSERVES FOR CORRECT SPOT, HAND FAULTS

5. SR OBSERVES FOR FOOT FAULTS, BALL ENTERING PLAY

6. SR WHISTLES, IF NEEDED



TAKING OF KICKS

any players on the roster (who have not been disqualified) are eligible to participate

(flip a coin, the winner shall have a choice of kicking first or second)

- The coach will select 5 eligible players to participate in the 1st set of kicks.
- ANY player receiving a caution within the last 5 min of the second overtime period OR the interval between the end of the overtime periods and the start of kicks will NOT be permitted to participate in the 1st set of kicks (5 kicks).
- The cautioned player IS allowed to participate in the 2nd set of kicks.
- If ANY player participating in kicks is cautioned BEFORE his/her turn to kick, they are not eligible to participate in ANY REMAINING KICKS REGARDLESS OF HOW MANY KICKS REMAIN. That player may be replaced.

TAKING OF KICKS cont.

- If any player is disqualified RED CARD (including a goalkeeper) during the taking of kicks, that player may no longer participate, but a substitute is permitted if their kick has not yet been taken.
- If the score remains tied after the completion of 5 kicks, the coach will select 5 different eligible players to participate in the next set of 5 kicks. This set of kicks is a “sudden victory” set. If team A scores, and team B misses, then the game is over, and team A is the winner.
- During the taking of penalty kicks to determine a winner, if a player taking a penalty kick stops during their run up to take the kick and then proceeds to take the kick and scores, the goal is disallowed and the player is cautioned and replaced. The substitute will retake the kick and the cautioned player cannot participate in the remainder of the sudden victory penalty kick process.
- If the player stops, takes the kick and does not score, the player is cautioned, the kick is not retaken and the player cannot participate in the remainder of the PK process

Continuation of Kicks

(after each team has taken 5 kicks, and the score remains tied)

- ■ The coach will select 5 **different** eligible players to participate in the Sudden Victory kicks. (ONLY if a team has less than 10 eligible players, may a player who has already participated kick again.)
- ■ If the score remains tied, continue the sudden victory kicks with the coach selecting ANY 5 players to participate in the continuation of sudden victory kicks.

Things To Remember During Kicks From The Mark

- If after the ball is properly put into play but before it is played by the goalkeeper or it hits the goalpost or crossbar, it becomes defective or is interfered with by any outside agent or object that stops or deflects the ball, the kick **MUST BE** retaken regardless of the outcome.
- If after the ball is properly put into play, there is an unusual situation that causes a temporary suspension in play before it is played by the goalkeeper or it hits the crossbar or goalpost, the penalty kick should be retaken when play is resumed.
(example- stadium blackout)
- The kicker may only play the ball once **HOWEVER**, for each kick, the ball is in play until its momentum is spent, it goes out of play, or is touched again by the kicker

WEATHER

- Lightning procedure (pg,111) 30 second flash to bang (clear field)
- 30 minute wait (in a protected area) from the LAST SIGHTED lightning flash or thunder(each subsequent sighting or thunder will reset the 30 min count)
- Know where the designated "safe areas" are located BEFORE the game begins