The OHIO AREA STATE TOURNAMENT PROCEDURES, RULES & CLARIFICATIONS FOR REFEREES

(includes 2 new rules effective January 2026)

The SAY Rule Book has been updated for the start of the 2026 Spring soccer season!

- The on-line version can be found at https://fliphtml5.com/bookcase/wwzxy/

2026 NEW RULES:

- **Subbing on a corner kick. (Page 16 of the new rule book)**
  - Effective Spring 2026
  - Yes, the kicking team can sub on a corner kick – IF the sub is ALREADY at mid-field and has been acknowledged by the referee.
  - The non-kicking team can also sub on the corner kick - IF the "kicking" team is subbing AND the sub was ALREADY at mid-field and acknowledged by the referee.
- **Goalie has 8 seconds to put the ball back in play (page 38 of the new rule book)**
  - Effective Spring 2026
  - This rule has 2 changes:
  - Changing from 6 seconds to 8 seconds
  - Exception – 7v7 – the attacking players must be behind the buildout for the 8 seconds to start.
  - YES, the referee should count out loud.
  - The restart is a corner kick if the referee deems the goalie did not put the ball in play within those 8 seconds.

1. REFEREE CHECK-IN, REPORTING, OTHER.

A. REFEREE CHECK-IN

Referees must check-in at the referee's trailer no later than 30 minutes before their first scheduled game.

(1) Upon checking-in Referees will be given game cards for each of their consecutive games.

(2) Referees who arrive late may be reassigned as stand-bys.

(3) Referees who fail to report will have their games reassigned.

(4) Where referees are part of a team assigned to a game or group of games only one referee need check in; however, the referee checking-in on behalf of the team is responsible for informing his or her partner(s) of any last-minute changes in assignment, scheduling, or instruction.

(5) Referees are to remain at the field if there is a situation that requires members of the tournament committee to come to the field. Remain at the field even if the time has expired and the game is over.

B. REFEREE REPORTING

Upon completion of their assigned game or series of consecutive games, referees are to report to the referee trailer to

(1) report the scores and Cautions or Ejections issued for the assigned game(s) and

(2) receive payment.

(3) complete any necessary game reports.

(4) determine their availability for, or receive or confirm, other TOAST game assignments.



C. DRESS AND EQUIPMENT

Referees are to be dressed appropriately for each game and are expected to

wear the Standard Uniform for the TOAST consisting of **gold shirt** and **red, black, blue or green referee shirts are acceptable as an alternate so the referee will contrast to the team's uniforms used during that match. All referees working the match should wear the same color shirt**

and SAY "Certified", or current year "National" referee patch, as appropriate, solid black shorts and black socks.

- Exercise reasonable discretion in the choice and wear of attire appropriate for the elements: rain, cold, etc.

D. Hand SIGNALS and Whistles

Referees are expected to be familiar with and use the hand signals called for and their whistles in the SAY rule book to enhance game control and the understanding of their calls by the players, coaches, and spectators.

- Both referees should keep time with a stopwatch or referee watch. Cell phones are unacceptable,

E. LAW AND RULE APPLICATION

(1) Referees are expected to be familiar with and apply the Laws of the Game as modified by SAY and the TOAST

(2) Referees will NOT apply rules from or peculiar to other soccer organizations or their local SAY Area or District to TOAST matches, as application of varying rules confuse the players and are unacceptable at the State Tournament level.

2. PLAYER ELIGIBILITY AND ROSTERS

A. ELIGIBLE PLAYERS

If Coaches or Field Supervisors challenge the eligibility of players to participate before the start of the game,

(1) Referees are to immediately request assistance of the Tournament Protest Committee.

(2) Until the matter is resolved by the Tournament Protest Committee the game may not start.

(3) The decision of the Tournament Protest Committee is final and is not subject to further appeal.

NOTE: No protest for ineligible players may be made after the start of the game.

B. ROSTER PRESENTATION

A copy of the Team Roster marked as "APPROVED" by the Tournament Committee MUST be held by the Coach and made available for inspection during all games during the tournament.

3. PLAYING TIME

A. To ensure that all team members are given the opportunity to play the requisite minimum one-half, all players' playing time will be monitored by the Field Supervisors.

B. If any team member eligible to play is not given the opportunity to play the requisite minimum one-half, the game may be forfeited to the opposing team.

C. Field Supervisors are required to notify the opposing coach of any apparent discrepancy as soon as possible.

NOTE: Failure to notify the opposing coach sufficiently early to allow the player(s) to satisfy the requisite minimum one-half will nullify any protest relating to the opposing coach's error.

- **Coaches: Failure to manage playing time per tournament guidelines can result in forfeit of the game. Coaches are tasked to manage playing time so that all players can play on the field for the minimum 2 quarters during all tournament games.**
- **Both Coaches are to sign the time sheet. Winning Coach brings back both time sheets.**
    - **Referees are to remain at the field if there is a situation that requires any members of the tournament committee to come to the field.**

4. FIELD SUPERVISORS

A. For each game, the Head Coach of each team shall select a parent from their team who is not a Coach to act as a Field Supervisor.

B. The Head Coach has been supplied with detailed written instructions for the Field Supervisor and the form necessary for completion.

C. The Head Coach is responsible for instructing the Field Supervisor on their responsibilities.

D. The Field Supervisor will be responsible for:

(1) pre-game verification of the identity and eligibility of players on the opposing team.

(2) **Any issues should be brought to the attention of the tournament committee immediately**

NOTE: No protest for ineligible players will be considered if made after the start of the game.

(2) tracking the playing time of players for both teams and goals scored for both teams in writing on the form supplied

(3) verifying playing times and goals scored for both teams with their opponent's Field Supervisor at halftime, end of the 3rd quarter and at the end of the game.

D. The Head Coach of the winning team is responsible for collection and turning the reports of both Field Supervisors to the Registration and Check-in Building **immediately** after their game.

E. Referees are required to sign the time sheet after coaches, timekeepers and referees agree that the forms are accurate.

5. GAME STARTING TIMES

A. All Games are expected to start at the scheduled time.

B. All teams shall be treated as if they are "Home" Teams and no additional "grace period" time will be allowed for "Visiting" teams.

C. Failure to field the minimum number of players at the later of the scheduled or actual starting time may result in game forfeiture.

D. If the requisite minimum number of players is not present, the Tournament Committee must be immediately notified of the possible forfeiture.

E. The decision of the Tournament Committee on forfeits is final and is not subject to further appeals.

6. TIE BREAKERS:

ADDITIONAL PLAYING PERIODS:

If the score of a Match is tied after regulation play there will be TWO additional playing periods of equal duration but shorter length: Five minutes for Passers (U-8), Six minutes for Wings (U-10), Eight minutes for Strikers (U-12) and Kickers (U-14).

NOTE 1: Additional playing periods shall begin no later than five minutes after the end of the fourth quarter of regulation play with the same number of players as were on the field at the end of regulation play

NOTE 2: Additional playing time periods will follow the same start as their respective quarters. Period 1 team who kicked off 1sr/3rd quarter, Period 2 2nd/4th quarters

NOTE 3: Between the first and second additional playing periods, there shall be a break of one minute to allow teams to change ends and make substitutions.

KICKS FROM THE PENALTY MARK:

If still tied after the two additional periods, the winner of the match will be determined by Kicks from the Penalty Mark.

A. Each team will have prepared a written kicking order for all kicking players drawn from those team members still eligible to participate at the end of the additional playing periods. The Shoot-Out List should be prepared BEFORE your game starts. Any player is eligible to participate in PKs if they have played during the game and the player(s) was not ejected.

(1) 11 vs. 11 teams will list 10 players,

(2) 9 vs. 9 teams will list 8 players, and

(3) 7 vs. 7 teams will list 6 players.

NOTE: If a team, either through injury, ejections or other cause has fewer players, the opposing team will "reduce to equate."

B. Kickers will alternate between each team's players in the order listed.

C. The total score after alternating kicks by the first five players from each team will decide the victor.

D. If still tied after five kicks by each team, Kicks from the Penalty Mark will continue in groups of five until a winner is determined.

NOTE 1: There will NOT be a coin toss to determine kicking order. The team kicking first shall be the same as in the second and fourth quarters of regulation play.

NOTE 2: Teams must use all listed players before repeating the kicking order. E.g.: 11 vs. 11 teams will use all 10 listed players, 9 vs. 9 teams will use all 8 listed players, and 7 vs. 7 teams will use all 6 listed players before repeating the kicking order.

NOTE 3: The goalkeeper may also be listed as a Kicker.

NOTE 4: The Passers (U-8) division will not use a goalkeeper in the Kicks from the Penalty Mark tiebreaker. Instead, the Passers will participate in a skills contest utilizing a smaller, 6' wide by 4' high, goal. Only balls kicked directly into the goal from the spot marked 8 Yards from and centered upon a Pug like goal will score. Distance will be increased in 2 yard increments every 6 kickers for a maximum of 12 yards.

7. UNIFORM COLOR CONFLICTS and Numbers

A. All Player Uniforms Must Have Different Numbers

B. All uniforms must be the same color. Goalie jerseys mut be a different color.

C. Extra clothing may be worn under the uniform. Soft hats and gloves will be permitted. Common sense will prevail.

- Sweatshirt hoods must be tucked inside shirt.

D. The Home Team (the team shown in the top bracket) is responsible for changing Jerseys if there is a color conflict.

E. It is recommended that all Teams bring alternate-colored shirts for all players. Such shirts may be worn over their team jersey and must be of the same color but need not be numbered. **BE PREPARED.**

Yellow and Red Card Disciplines/Actions

- **Abusive or foul language (by a coach or player) directed to any player, coach, referee or spectator**
  - First Offense – **RED CARD** - ejection from the match plus additional game/games as determined by TOAST committee
- **Delaying the restart of the game, failure to respect distance on a throw-in, free kick or corner kick.**
  - First offense – **Yellow** Card
  - Second offense – **Red Card** – ejection from the match plus additional game(s) as determined by the TOAST Committee
- **Threaten actions, physical contact, spitting, fighting, kicking by any player, coach or spectator**
  - First offense – **RED CARD** – ejection from the match and all remaining games of the tournament. Ejected players CANNOT return to the player sideline at this or any match.
- **Denies an opponent a goal on an obvious goal-scoring opportunity (DOGSO) by deliberately handling the ball (does not include the goalkeeper within the penalty area) or by a deliberate foul.**
  - First offense – **RED CARD** – ejection from this match and additional matches as determined by the TOAST Committee.
- **Two yellow cards in a single game**
  - Two **Yellow** cards are the equivalent of a **RED CARD** resulting in ejection from the match plus additional matches as determined by the TOAST Committee.
- **Engaging in dangerous or unsporting behavior off the fields with intent to harm others or the use of drugs or alcohol before or during the game.**
  - First offense – **RED CARD** ejection from current game and all remaining games of the tournament.

9. EJECTIONS

A. Any player, substitute, or coach ejected from a game may not participate in any capacity at the Team's next Tournament Game.

B. If the Ejection occurs during or after the last Game, an Ejection report will be forwarded to the Area involved.

10. PROTESTS

A. All protests must be lodged at the time of the incident. Once a game has been restarted, protests will not be accepted.

B. The coach wishing to protest must notify the referees on the field, as well as the opposing coach, using the words "official protest".

C. If a coach protests for any reason, the Referees must immediately stop the Game, note the time remaining, request that the coach complete the protest form detailing the reason for the protest, and immediately request the assistance of the Tournament Protest Committee.

D. Until the matter is resolved by the Tournament Protest Committee the game may not continue.

E. The decision of the Tournament Protest Committee is final and is not subject to further appeal.

F. **PROTEST FEE:** The protesting coach must submit the reason for his protest in writing together with a **$200.00 cash deposit.**

G. If the coach wins the protest, the $200.00 cash deposit will be returned. If the coach loses the protest, the $200.00 cash deposit will be forfeited for use by the Tournament.

H. Protests that fail to comply with both protest provisions A. and B. will be disallowed**.**

11. COACHING

A. ALL coaching instructions from the sidelines must

(1) be made only from the team side of the field no closer to the Touchline than one yard and outside the boundaries of the Penalty (or Goalkeeper Areas); and

(2) be limited to positive and encouraging direction.

B. Only three Coaches listed on the team's Roster are permitted to instruct players.

- Coaches that manage playing time in an unsportsmanlike manner may result in forfeit of the game. Coaches are tasked to manage playing time so that all players have the opportunity to play on the field for a minimum of 2 quarters during all league and tournament games.

12. SYSTEMS OF OFFICIATING

A. All games will be officiated by no fewer than two Referees. Circumstances beyond our control could change the number of referees on the field.

B. Referees shall each have equal authority and responsibility for the calling of fouls and violations by the use of the whistle on any part of the field at any time and who may elect to divide or share equally administrative responsibilities (such as timekeeping).

C. If a Referee is incapable of continuing a Game for any reason, the Referee must immediately stop the Game, note the time remaining, and immediately request a replacement.

NOTE: Until the replacement arrives, NO game may continue UNLESS there are two Referees remaining.

D. Where circumstances dictate, a third Referee may be assigned to games in the U-8 Passers, U10 Wings, U12 Strikers and U-14 Kickers Divisions.

13. SUBSTITUTIONS

A. All substitutions must be from the half-way line

B. Except for substitutions for injury.

C. All Players and Substitutes must first report to the Field Supervisor prior to entering or upon leaving the Field ("Play Time Starts" when they come to the half-way line)

D. Team members who are being substituted for must first exit the field of play at the half line before the substitute Player enters and report to the Field Supervisor before returning to their Team Area.

E. Reminder: substitutions are to be made during a stoppage of play AND with the referee's approval.

14. GENERAL

A. Except as noted herein, all games will be played in accordance with the Laws of the Game as detailed in the latest edition of the SAY rule book.

B. U-8 Passers division games will be 7 vs. 7, with a maximum of 14 rostered Players, and shall be played on the smaller fields provided. There will be no "second chance" on improper throw-ins.

C. U-10 Wings division games will be 7 vs. 7, with a maximum of 14 rostered Players, and shall be played on the smaller fields provided.

D. U-12 Strikers division games will be 9 vs. 9, with a maximum of 18 rostered Players, and shall be played on the smaller fields provided.

E. All other games will be 11 vs. 11 and shall be played on the fields provided, with a maximum of 22 rostered Players

F. Co-ed teams will play in the Boys Division

G. The Tournament Committee's interpretation of all of the foregoing rules and all unanticipated situations shall be final and is not subject to further appeal.

H. The Tournament Committee shall not be responsible for any expenses incurred if the weather or other circumstance causes any cancellation of scheduled games.

I. The Tournament Committee reserves the right to make any necessary game changes in the event of inclement weather or other circumstances.

J. In the event of extraordinary circumstances, a coin flip could determine the outcome of any game

INCLEMENT WEATHER POLICY

The TOAST is a rain or shine tournament. Plan to play in inclement weather. Regardless of weather conditions, coaches and their teams must appear at the respective field, ready to play as scheduled. Failure to appear will result in forfeiture of the match.

Weather hotline **513-777-1325**

In the case of threatening weather, headquarters will signal game suspension by one long blast from the horn. Participants should then immediately seek shelter in a car.

The minimum wait for a delay will be 30 minutes.

- The clock restarts at each instance of thunder/lightning.
- Three short blasts from the horn will indicate it is safe to resume play. In the case of extended delays, coaches must check with the headquarters for game status.

Matches that have been played to half time may be declared as final. Disposition of games that have not reached half time may be decided by a coin toss if delays so demand. Remaining matches for that day may be subject to shortening game time or rescheduling by the TOAST Committee. The tournament committee may suspend a game due to any condition they deem dangerous.

The TOAST Committee reserves the right to restructure the tournament format, as necessary. This includes but is not limited to relocating or rescheduling any match; changing the duration of any match; and canceling any preliminary match or part of a match.

TIE BREAK PROCEDURES

1) Highest cumulative goal spread (goals scored minus goals allowed) with a maximum of 4-goal spread per game.
2) Fewest total goals allowed.
3) Most Shutout Wins.
4) Penalty Kicks per FIFA/SAY rules “Procedures to Determine the Winner of a Match - Kicks from the Penalty Spot.” The Tournament Director will determine a field and start time.
5) In the event of extraordinary circumstances, a coin flip could determine the outcome of any game.