



**CLUB CHAMPIONS
LEAGUE
PRO²³**

**AFFILIATED WITH THE UNITED STATES SOCCER FEDERATION (USFF),
METRO DC-VIRGINIA SOCCER ASSOCIATION, INC. (MDCVSA)
UNITED STATES YOUTH SOCCER ASSOCIATION (USYS),
MARYLAND STATE YOUTH SOCCER ASSOCIATION (MSYSA),
AND VIRGINIA YOUTH SOCCER ASSOCIATION (VYSA)**

**CCL PRO²³
REFEREE MANUAL**

Approved May 30, 2018

CLUB CHAMPIONS LEAGUE, INC.

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Prior to Game Day

All assignments will be made by the League Assignor on the MDCVSA Game Officials website (www.gameofficials.net). Assignments are made typically one month in advance and should be checked and accepted or declined in a timely manner. Pro certified referees will receive priority for assignments.

Pre-match communication

- A. Verify the match time, location and **team colors** on the CCL PRO²³ website (www.clubchampionsleague.com), click "schedules", filter by PRO²³ and any other attributes.
 - a. Immediately notify the League Assignor if any discrepancies are found.
- B. The referee shall contact the rest of the crew 72 hour prior to a match to confirm arrival, travel or carpooling plans, etc.
- C. If the referee has not made contact within 48 hours of the match the ARs and 4th Official shall contact the League Assignor (Shaun Papperman, 410-402-4946, shaun.papperman@gmail.com)
- D. Referee crews shall arrive on site no later than 60 minutes prior to match kick off.

Documents to take

- A. CCL PRO²³ Referee Manual
- B. 4th Official Log
- C. IFAB Laws of the Game
- D. League Assignor contact information
- E. Team Referee Liaison/Game Day Contact Information

Game Day

Arrival Attire

- A. For locations with a locker room the referee crew shall arrive in dress slacks and a polo shirt.
- B. For locations without a locker room, warm up and polo shirt are acceptable arrival attire.
- C. CCL PRO²³ is an adidas sponsored league. Official Sports or adidas gear is preferred.

Radios and beeper flags

- A. Use of radio communication systems and beeper flags is acceptable and encouraged.

Field requirements

Age Group	Minimum	Maximum	Recommended
U23	70 x 105	80 x 120	75 x 115

Match length

- A. Two (2) 45-minute halves
- B. Ten (10) minute halftime
- C. Regular season matches ending in a draw at the end of regulation time will remain tied.
- D. CCL PRO²³ Semifinals and Finals will play until a winner is determined. Two 10-minute overtime periods will be played. If at the end of the two overtime periods no winner has been determined, and under IFAB Laws of the Game, kicks from the penalty mark will determine the winner.

Game Balls

- A. A **MANDATED** adidas game ball for each team is issued by the league to all CCL PRO²³ clubs. The CCL PRO²³ adidas game ball must be used for all CCL PRO²³ matches.
- B. The home team is responsible for providing a minimum of four (2) properly inflated size 5 CCL PRO²³ adidas game for all home games.
 - 1. Additional adidas games balls shall be top-end and will keep the flow of the match.
- C. The away team is responsible for bringing the properly inflated CCL PRO²³ game ball to all away games. The CCL PRO²³ away game ball must be used if the home team ball is unplayable.

Spectator and Coaching areas

- A. All coaches, players, and spectators will remain eighteen (18) yards from the goal lines.
- B. Coaches and players are to take opposite sides of the field from the spectators.
 - 1. Spectators are encouraged to be on the opposite side (same half of field) as their team, facing their team bench.
 - 2. Conditions A) and B) above are waived if playing in a stadium and the structure of the stadium does not allow the conditions.
- C. No coaching may take place from behind the goal lines.
- D. All coaches and spectators must remain at least one (1) meter from the touchline at all times.
- E. Coaches and bench players must remain within the technical area.
 - 1. Bench players may leave the technical area to warmup, off the field of play, and on their half of the field.
 - 2. Anyone else will be asked to leave the player's bench area and return to the spectator's side of the field.
- F. Home teams must provide water for away teams and referees.

Inclement Weather

- A. A referee may suspend or terminate a match due to weather conditions, i.e., lightening, rain, fog, etc. before or during a match. Under these conditions, the referee's decision is final. If at least half of the match has been played, the match shall be deemed completed and the score shall stand. This information must be included in the online Game Officials match report.

Game Summary Information
Complete the following questions so that Assignors or Admins can take appropriate action
Crew Change Needed
Were the Officials at the Game different than the ones listed above? <input checked="" type="radio"/> No <input type="radio"/> Yes
Needs Admin Attention (Major Issues other than Crew Change)
An Admin User needs to review the Incident Reports and/or Summary Notes below <input checked="" type="radio"/> Yes
Incident Report Needed
Admin Users viewing this game should expect a separate Incident Report <input checked="" type="radio"/> Yes

Players

- A. A game-day roster listing all players who will participate in the game and their jersey numbers must be given to the referee 30 minutes prior to the start of the game. Player pass checks are not required for league games. **Players are required to show a photo ID (player pass, driver's license, etc.) prior to the start of a match.**
- B. **20 players may be present in uniform to play in league games.** There will be a maximum of five (5) players over the age of 23 on the game day roster.
- C. Any protest of an illegal player must be made to the referee before a match begins. The match shall be played and all relevant details reported in the match supplemental report.
- D. When the color of jerseys is similar or identical and the match official requests a change, the **HOME team must change colors.**
- E. With the exception of the goalkeeper, all players must have uniforms with individual numbers on the shirt. The goalkeeper's shirt must be easily distinguishable from all other players and referees.
- F. Players must wear jerseys whose numbers correspond with the numbers on the team's Official Roster. Jersey numbers for all players must be entered on the Game Day Roster.
- G. No jewelry of any kind may be worn (excluding corrective glasses and wedding bands.)
- H. Players who are wearing corrective glasses may be allowed to play at the discretion of the referee.
- I. Casts are permitted if properly padded.
- J. CCL PRO²³ MANDATES that the home club provide one certified athletic trainer (ATC) to be present. **The referee may start the match if no ATC is present. If an ATC is not present, a player removed with a head injury that player may not return unless cleared by an ATC.**

Substitution

1. CCL PRO²³ **mandates no re-entry in a half. Substitutions may be made at the discretion of the referee at any time**, under IFAB Laws of the Game, and/or at the following times:
 1. Prior to a throw-in by the team in possession; if a substitution is made by the team in possession, the opposing team may also make a substitution.
 2. Prior to a goal kick by either team.
 3. After a goal has been scored by either team.
 4. At the beginning of the second half of play.
 5. After an injury.
 6. After an injury, by either team, when the referee stops play.
 7. After the issuance of a caution, for the offending player. Opposing team may also substitute an equal number of players.

After the Match

Game reports

- A. The referee shall complete the online match report in Game Officials by midnight of the day following the match and include:
 1. Score
 2. Cautions or send offs
 - i. Player team
 - ii. Player name & number / dismissed coaches or staff name
 - iii. Reason for the card (use US Soccer 7 & 7)
 1. Red offs require USSF supplemental report be used in addition to the match report.
 - iv. Time
 3. Any other relevant notes
- B. FAILURE TO COMPLETE YOUR MATCH REPORT ON TIME WILL LEAD TO A FINE UP TO THE TOTAL MATCH FEE.**
- C. Game Officials will notify everyone in the crew if the match report is not submitted. **No game fees or travel pay will be made to anyone on the crew until the match report is submitted.**
- D. In the event of any red card issued, a call or text message to the League Assignor is required.

Game Fees

- A. Referee: \$105 + applicable travel
- B. Assistant Referees: \$77.50 + applicable travel
- C. 4th Official: \$50

Travel

- A. All members of the referee crew are eligible for travel pay. Travel pay will be calculated based the Game Officials zip code to zip code distance as follows:
 - a. 0-100 miles (round trip): no travel pay
 - b. 101-200 miles (round trip): \$40
 - c. 201+ miles (round trip): \$70
- B. No additional travel will be paid if a referee is working two matches at the same site on the same date.
- C. If assignments are made on back to back days, the League Assignor will notify you to inform you of your eligibility for a hotel. Prior approval and a copy of the hotel receipt are required. Please submit your receipt (via email if possible) directly to the League Assignor.

Pay

- A. Payment of referee fees and travel will be made every two weeks by check mailed to the address listed in your Game Officials profile.

Contact List

League

Position	Name	Phone #	Email
League Assignor	Shaun Papperman	410-402-4946	Shaun.Papperman@gmail.com
League Director	Brian Kuk	434-409-2072	BK@ClubChampionsLeague.com