

2011 MLS Referee Handbook



Competition Department

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2011 MLS Referee Handbook

A. Introduction

TO: US Soccer/CSA Game Officials
US Soccer/CSA Referee Coaches

CC: Joe Guest
Asher Mendelsohn
Herb Silva
George Vergara

FROM: Paul Tamberino

SUBJECT: 2011 Season

The 2011 MLS Season is a celebration of Major League Soccer's 16th year. There will be more challenges for referees as we expand into Vancouver and Portland. With the addition of these two teams, there will be an increase in the intensity of the games as well as a rivalry in the Northwest and also a cross country Canadian rivalry. There is also a brand new stadium opening in Kansas City which brings another soccer specific stadium to MLS.

For the first time in the history of MLS, and in cooperation with MLS, the MLS Players Union, the PSRA, US Soccer and CSA, the Points of Emphasis for 2011 were delivered jointly to General Managers, Technical Directors, Referees and Assistant Referees and Ref-Coaches in January 2011.

The purpose of the joint meeting was to have all partners hear one message from the League as to what MLS feels is best for the league. The following Points of Emphasis have been stressed for the 2011 MLS season:

- Protecting the Player on the Ball. Tackles that have speed, come from a distance, exposed cleats and tackles that endanger the safety of the player must be considered RC.
- Offside. Assistant Referees are encouraged not to raise the flag unless they are 100% certain that the player is offside.
- Dissent. Players who dissent in a personal, public or provocative manner, whether verbal or visual should expect to be cautioned. If the dissent is abusive or insulting, the referee is expected to send the player off.
- Repeated fouling. Referees need to be aware of when a particular player or players are being consistently targeted. This can be done by a single player or as a team tactic.
- Holding in the penalty area. Eliminate obvious holding, pushing, grabbing of free kicks and corner kicks in the penalty area.
- Simulation and embellishment. Referees are expected to punish, with a caution, instances of exaggerated simulation and embellishment, particularly in the penalty area.
- Sideline behavior. 4th officials are to enforce and dismiss bench personnel that act in an irresponsible behavior.
- Penalty kick law change. FIFA's change in the Law came after the MLS season had begun. Therefore, MLS did not introduce it in 2010. For 2011, the change in the Law for penalty kicks will be used.

Officials should familiarize themselves with the 2011 Points of Emphasis as they pertain to League protocol.

- All expense forms with legible receipts must be submitted for reimbursement within thirty (30) days of the game. US Officials will submit expenses reports to Traci Simmons at tsimmons@ussoccer.org. CSA Officials will submit expense reports to Mr. Jules Alie jalie@soccercan.ca. You must use your own credit card to pay for hotel rooms, as the League's credit card only guarantees the reservation. If a referee decides not to stay at the League hotel, you must notify the League office, Paul Tamberino. **FAILURE TO CANCEL RESERVATION WILL RESULT IN REFEREE PAYING THE COST OF HOTEL CHARGE..**
- Game notices will be sent 3-4 days prior to the game. You are responsible for wearing the chosen color uniform selected by the League Office. Referees must wear the approved adidas uniform along with MLS warm-ups provided by adidas and no other while warming up, during field inspection, etc.
- Should you wish to attend an MLS game to which you are not assigned, you must contact Catherine Irick (Catherine.irick@MLSsoccer.com) at MLS three days prior to the game to receive complimentary tickets. Do not attempt to contact teams directly. Working Officials are entitled to two tickets for each game, which will be provided to them by the referee liaison assigned to that game.



VISION

“By 2022, soccer will be a preeminent sport in North America, MLS among the best leagues in the world.”

MLS OFFICIATING GOAL

To provide a standard of officiating whereby players can demonstrate their skills in a safe environment correctly judging tackles that put players at risk of injury; holding and pulling in the penalty area; offside; dissent; and protecting the player on the ball will contribute in the achievement of this goal.

In doing so, MLS game officials will exhibit a level of professional decision making and player management skills which will become the envy of soccer worldwide, and serve as inspiration, motivation, and an example to referees at every level of the game.

Major League Soccer values game officials who possess:

- The highest level of ethical and moral conduct
- The highest level of the unique kind of physical fitness which enables the referee to be as close as humanly possible to critical match situations
- The capability of understanding and integrating into their performance, the various cultures, backgrounds, beliefs, and sensitivities of a diverse mixture of players/coaches
- Receptive and open-minded to constructive criticism in the analysis of their performance.

Major League Soccer Disciplinary Committee Mission Statement

To preserve the integrity and reputation of the game and Major League Soccer, and to assist in player safety.

Major League Soccer's Referees are charged with the on-field responsibility of the above through the enforcement of the playing rules and the Points of Emphasis outlined by the League. Successful application will result enable equitable competition within a fair and safe environment where attractive and entertaining soccer are at the forefront.

Key Issues for the 2011 Season

- All officials must be in venue city the day before the game to ensure proper rest and preparation.
- All game reports are to be filled out electronically and sent to refgamereport@MLSSoccer.com immediately after the game from the locker room.
- Suspended players are not permitted on the field of play for pre-game warm-ups or during halftime. Furthermore, suspended players are not permitted on the Team bench during the game. Should an Official observe a Player not adhering to this policy, it should be noted in a Competition Incident Report.
- The MLS Game Notice will list the name of the Security Liaison to the Referee who shall meet with officials for the purpose of identifying himself prior to the game. This person is the ONLY person who may advise the Referee of a breach in stadium security which would necessitate the temporary suspension of the match.
- Game officials will no longer receive all access passes. Each referee will receive a “day pass” that will either be at the hotel or in possession of the referee liaison. Game day officials are not allowed in the press box or any other area of the stadium that does not allow access.



2011 MLS Referee Handbook

B. Excerpts From The 2011 MLS Game Operations Manual

Set forth are excerpts from the 2011 MLS Game Operations Manual. Not all sections included in the Operations Manual appear in this handbook.

Major League Soccer Game Operations Manual – Section 4 Field Regulations

4 FIELD REGULATIONS. Each MLS Team shall comply with field standards established by MLS. To assist Teams with field standards, each Team's stadium field dimensions are provided in Exhibit A, "Stadium Field Specifications." No changes shall be made to the stadium field plan unless approved by the League. The Field Manager shall meet with the Referee at least SIXTY (60) minutes prior to the kickoff to assure the field is properly marked and in proper condition, the goals are in place and secure, the nets are properly fastened, the corner and midfield flags (if used) are proper and in place, and the balls are properly inflated.

4.1 PLAYING RULES. Each MLS game shall be played in accordance with the most recent edition of the FIFA Laws of the Game, and any rules of competition established by MLS and approved by the USSF, CSA, and FIFA.

4.2 PLAYING FIELD DIMENSIONS AND MARKINGS. The Game shall be played on a field that remains the same size throughout the League Season, unless a change is approved by the League and the Visiting Team notified at least SEVENTY-TWO (72) hours in advance of the game. The dimensions and markings of the field shall conform to MLS standards and the FIFA Laws of the Game and are included in Exhibit A, "Stadium Field Specifications." No logos on the field, goal nets or corner flags shall be allowed without prior League, USSF, and CSA approval.

Except where stadium design deems it unreasonable, the playing field shall be at least SEVENTY (70) yards wide by ONE-HUNDRED AND TEN (110) yards long. The preferred field dimensions are SEVENTY-FIVE (75) yards wide by ONE-HUNDRED AND TWENTY (120) yards long. Each Home Team shall obtain documentation from its venue hosting MLS League Season Games confirming the field dimensions for MLS League Season Games. Each team shall provide such documentation to the League Office, written on stadium letterhead and signed by the appropriate stadium personnel, no less than TWO (2) weeks prior to the first MLS League Season Game.

4.2.1 Non-Soccer Markings. Teams playing in NFL stadiums or other multiple use facilities shall work with their stadium to minimize or eliminate football lines or other non-soccer markings. Team staff shall make best efforts to achieve the following: eliminate end zone painting during the MLS League Season (or at a minimum painting logos on green grass only rather than painting the entire end zone); eliminate midfield or 35-yard line logos where possible; and postponing the painting of the six-foot football sideline stripe until the end of the MLS Season. Once NFL and college football schedules are finalized, Teams shall work with their stadium to develop plans and schedules for cutting, growout, paintout field lining, and football line eradication.

4.2.2 Color and Width of Soccer Lines. All soccer lines shall be painted white. If non-soccer lines are present and deem it absolutely necessary Teams will provide advance communication to the League and paint soccer lines in yellow. The recommended color is a canary yellow (Pantone 803c). Gold lines (i.e. paint containing the color black) are not recommended. Furthermore, all lines shall not be more than FIVE (5) inches wide.

4.2.3 Camera Positions & Other Equipment. Attention shall be given to camera positions or other equipment utilized by other events occurring in the venue, such as a football game preceding or following an MLS Game, which may affect an MLS Game. The Home Team shall make every effort to ensure camera positions (e.g. SkyCam), or other equipment does not disrupt the run of play.

4.3 CONDITION OF THE FIELD OF PLAY. Each Team shall work with its stadium management to ensure that the field is in the best possible condition for all MLS Games.

4.3.1 Stadium Field Specifications. Playing surface and grass length specifications have been developed by the League and are set forth in Exhibit A, "Stadium Field Specifications." For natural grass surfaces, the grass length on game day shall fall within the measurement guidelines provided in Exhibit A, "Stadium Field Specifications" (minimum length: $\frac{1}{2}$, maximum length: $1\frac{1}{4}$). Each Team shall work with its stadium to keep the grass length as short as possible shall to ensure the optimal conditions for an attractive competition. The Stadium Groundskeeper shall be consulted and consideration shall be given to the weather conditions and temperature when making decisions regarding the game day grass length.

4.3.2 Watering the Field. Each Team shall work with its stadium and make best efforts to water the field immediately prior to the start of team warm-ups on game day. This shall ensure the optimal conditions for an attractive competition. The Stadium Groundskeeper shall be consulted and consideration shall be given to the weather conditions, temperature, and time of day when making decisions regarding watering the field on game day.

4.3.3 Grass Cut. Each Team shall work with its stadium and make best efforts to implement a grass cut across the width of the field to facilitate the accuracy of game officiating, particularly as it applies to offside calls. A concerted focus shall be placed on implementing this cross field grass cut for nationally televised games. It strongly recommended to cut the field in FIVE (5) or TEN (10) yard strips throughout the middle of the field and SIX (6) yard strips in the 18-yard boxes such that the grass cut lines split the goal line, SIX (6) yard box, penalty spot and penalty area.

4.3.4 Corner Flags, Midfield Line, and Center Circle. Corner flags shall be on posts not less than FIVE (5) feet high with non-pointed tops. Corner flags shall be supplied by the MLS official equipment supplier and shall not have logos. A midfield flag shall be optional for placement on each side of the field, THREE (3) yards off the field. The bench side midfield flag is optional for TV Games. A midfield line shall be marked across the center of the field. The center of the field shall be so marked and have a circle, which has a TEN (10) yard radius, drawn around it.

4.3.5 Goal Area. At each end of the field, lines perpendicular to the goal line shall be drawn parallel to each other, on each side of the goal and SIX (6) yards from each goalpost. These lines shall extend SIX (6) yards into the field of play from the goal line. A line running parallel to the goal line shall be drawn connected to TWO (2) perpendicular lines forming the "goal area."

4.3.6 Penalty Area. At each end of the field, lines perpendicular to the goal line shall be drawn parallel to each side of the goal and EIGHTEEN (18) yards from each goalpost. These lines shall extend for EIGHTEEN (18) yards into the field of play from the goal line. A line running parallel to the goal line shall be drawn to connect the two perpendicular lines, which shall form the "penalty area." A penalty mark shall be made on the field in the penalty area. The mark shall be placed at the end of an unmarked line, which is perpendicular to the goal line and TWELVE (12) yards from the midpoint of the goal line. Using the penalty mark as its center, an arc of a circle, which has a radius of TEN (10) yards, shall be drawn outside the penalty area.

4.3.7 Corner Area. At each of the four corners of the field, measuring from the corner flag post, an arc having a radius of ONE (1) yard shall be drawn inside the field of play.

4.3.8 Encroachment Mark. A mark shall be made off the field of play ELEVEN (11) yards from the corner flag [TEN (10) yards from the corner area] and at right angles to the goal line and sideline to help the Referee ensure that this distance is observed when a corner kick is taken. These marks shall be made outside of the field and shall not touch the lines marking the field.

4.3.9 Goals. Each goal shall be centered on the goal line and an equal distance on each side from the corner flags. Game day goals shall be the size approved by FIFA and supplied by the League official equipment supplier, Kwik Goal. International style goals are strongly preferred and the specific style goal is Kwik Goal's *Pro Premier World Competition Goal 2B8* with *World Competition Net Frames 10B3301*. The League-preferred portable goal is Kwik Goal's *Evolution 2.1 Goal 2B3406*.

4.3.10 Bench Areas. Both the Home and Visiting Team benches shall be placed on the same side of the field, on each side of midfield. The Home Team shall designate Team bench locations (Home and Visitors) at the start of the League Season, and shall not change these locations during the League Season.

A. The Technical Area. The bench area shall be marked according to FIFA's technical area markings. The technical area (designated by hash marked lines) shall be a box consisting of a line extending ONE (1) yard on either side of the bench, and joined by a line ONE (1) yard from the touchline. In stadiums where the benches do not sit on a paintable surface, non-paintable surface tape shall be used to mark the technical area (See "FIFA Laws of the Game"). Sufficient room to accommodate the fourth official's table and midfield camera between Team benches should be factored in before setting the technical area.

4.3.11 Bench Shields. Bench shields shall be available at all MLS games to help protect Team personnel from inclement weather and thrown objects. Unless otherwise approved by the League, only bench shields provided the League official equipment shall be utilized. The League-preferred Bench Shield for team benches is Kwik Goal's *Evolution Team Shelter 9B401* and for the Fourth Official's table is Kwik Goal's *Evolution Referee Shelter 9B701*.

4.3.12 Advertising Field Boards (around playing area). Field boards shall be used at all MLS games for field security and sponsor fulfillment purposes. Teams will utilize League-provided equipment for a consistent look and professional presentation. Except where stadium field perimeter deems it impossible, field boards shall be positioned no less than SIX (6) feet, and preferably EIGHT (8) feet, from the touchlines and goal lines. All field level fixed camera positions and equipment shall adhere to the same guidelines for the safety of the Players and Referees. Under no circumstances should advertising boards be (a) Located in positions where they could constitute a danger to players, officials and others; (b) Erected in any fashion or be any shape or material which could endanger players; (c) Constructed of any surface material that could reflect light to such an extent that it could distract players, referees, or spectators; or (d) Erected in any fashion, which could obstruct spectators in the event of an emergency evacuation into the playing area.

4.3.13 Photographer's Line. A photographer's line shall be created using the MLS field boards positioned behind the goal line beginning TWO (2) yards from the corner flags, running parallel to the goal line toward the goal, and angling out to FOUR (4) yards behind the intersection of the goalpost and goal line. At the intersection of the goal line and goalpost directly behind the goals, the photographer's line shall move to SIX AND ONE HALF (6.5) feet from the back goalposts. If the field boards do not extend to the near touchline, a line shall be painted to extend from the end of the boards to that touchline.

4.3.14 Cameras/Microphones on Goals. Cameras, microphones, or any advertisements, other than the manufacturer's logo, may not be attached to or displayed on the goal proper (goal posts, cross bar, or net). With written approval from U.S. Soccer and CSA, such cameras/microphones may be placed on the back support beam of the goal providing it does not protrude dangerously through the net into the goal or otherwise represent a danger to the Players or interfere with play. The equipment must be fixed to the goal so as to not interfere with play. White tape matching the color of the goal is recommended to fasten the equipment to the goal.

4.4 FIELD AND GAME EQUIPMENT. All field area and game equipment shall be approved by MLS and provided by an Official League supplier/sponsor, unless otherwise approved. Such equipment shall be maintained by the Team and kept in top condition regarding safety and appearance.

4.4.1 Soccer Balls. The Field Manager shall supply each Team with EIGHT (8) Official MLS Game Balls (can be previously used game balls) for practice and pre-game warm-ups (which the Visiting Team shall promptly return following the game), and shall supply the referee with a minimum of EIGHT (8) Official MLS game balls. Inflated, each soccer ball shall weigh no more than SIXTEEN (16) ounces and no less than FOURTEEN (14) ounces. All game balls shall be delivered to the referee locker room at least SIXTY (60) minutes prior to kick-off to pass referee inspection. It is the Home Team's responsibility to furnish the Official game balls prior to kickoff. Replacement balls needed during the game shall be provided pursuant to the procedures outlined in Exhibit B, "Procedures for Putting a New Ball into Play." All game balls in the possession of game officials shall be returned to the field manager after the game.

4.4.2 Bench Equipment. For all League Season games, each Team bench area shall be equipped with benches to seat a minimum of TEN (10) bodies and a maximum of SIXTEEN (16) bodies, a table (placed behind or at the end of the Team bench), FORTY (40) pounds of ice, cold drinking water, and all required sponsor product (beverages, towels, coolers, cold-barrels, cups, squeeze bottles, etc. The field manager shall ensure that all products are replenished during the game, especially at half-time, and that the bench areas are kept clean and maintain a professional appearance. Both bench areas shall be equally prepared and equipped.

4.4.3 Fourth Official's Equipment. The Home Team shall provide a six-foot table and TWO (2) chairs (to be positioned at midfield between the Team benches) for the fourth official. The Home Team shall also provide an electronic substitution board and manual substitution paddles for use during daylight and as a back-up to the electronic sub board.

4.5 FIELD SECURITY. No one other than authorized personnel with the appropriate credential or authority shall be allowed on the playing field or the surrounding area on the field level once teams arrive at the stadium and until the Game Officials and Players have exited the area at the end of the game.

Authorized personnel shall include, but not limited to, the Field Manager, Assistant Field Manager, Field Runners, Team Liaisons, Photo Marshals, Photographers, TV crew members, Security, Officials, participating Teams' Coaching Staff, Players, Athletic Trainers, Equipment Managers, Physicians, Ball Persons and appropriate League Office Staff. All game day staff authorized for field access shall wear the appropriate field access credential provided by the Home Team or League Office.

4.5.1 Team Benches. Maintaining Team bench areas and limiting the number of personnel permitted on Team benches is critical towards ensuring a professional game presentation, creating a secure area for the teams, and preventing the possibility of confusion among game officials and staff. A maximum of SIXTEEN (16) individuals are permitted on each Team Bench.

Game Day Roster players shall be permitted on the team bench. Up to SEVEN (7) Game Day Roster Players from which THREE (3) substitutions may be made, may sit on the Home Team Bench. In addition, the following bench personnel are permitted: FOUR (4) members of the coaching staff, THREE (3) members of the medical staff (includes athletic trainers), ONE (1) equipment manager, and ONE (1) member of the team administration staff. Such individuals shall be listed on the Official Game Day Roster (See Exhibit B). Additional support staff may not sit on the bench or be on a secondary bench placed in, near or immediately behind the Technical Area. Suspended players and/or coaches may not sit on team benches.

4.5.2 Entering the Field. When beckoned by the referee, only a Team's Athletic Trainer and Team Physician shall enter the playing field to attend an injured player. Coaches are not permitted to enter the field.

4.5.3 Approaching Game Officials. Coaches, Assistant Coaches and other Team personnel shall not enter the playing field to approach the Game Officials before, during, at halftime, or at the conclusion of any MLS game. Similarly, Team personnel shall not confront game officials in the locker room, corridor, parking lots or any area surrounding the game officials' locker room. Game officials shall report such behavior in the Competition Incident Report Form, which is subject to League disciplinary action.

4.6 HYDRATION POLICY. During the course of the game, especially in hot weather conditions, players are encouraged to consume sufficient fluids. (Although the term "water" is used below, the guidelines refer to **all** liquids provided at games for hydration.) Game officials, Athletic Trainers, and game staff shall accommodate this pursuant to the following restrictions:

- A.** Players may proceed all the way to the touchline at any time, but shall not leave the playing field to receive fluids from the bench. However, water bottles, plastic water bags, etc. may not be thrown onto the playing field.
 - B.** Goalkeepers may keep a plastic bottle in the back of the goal.
 - C.** Water bottles may be placed around the perimeter of the playing field, outside the touchline and against the field boards, but not along that part of the touchline run by the Assistant Referees.
 - D.** Given the potential for choking and misuse, Players shall not be allowed to enter the field with ice cubes.
 - E.** "Supersoakers," or any other similar water squirting items, are not permitted.
- Refer to the MLS Medical Policies and Procedures Manual for further guidelines of proper hydration.

Major League Soccer Game Operations Manual – Section 5 Locker Rooms

5.1 ACCESS. Only authorized Team staff, players, and select individuals are allowed in the locker rooms. Players and Team staff shall not bring un-credentialed or individuals into the locker room on game days without the permission from the General Manager or Head Coach (security must be alerted as well). The Team's media relations staff shall coordinate with the Head Coach regarding locker room media access. Media shall have locker room access up to SIXTY (60) minutes prior to the game start time; media access to the locker room at halftime is prohibited. The Head Coach may keep the locker room closed to the media for a post-game Team meeting for no more than TEN (10) minutes from the end of the Game (determined by the Referee's final whistle).

5.1.2 Media Credentials. Media Directors shall assure that only credentialed, working media are allowed into Team locker rooms. "Media" consists of the following categories of people who have proper credentials: writers, photographers, radio and television sportscasters and their crews - regardless of gender.

5.1.3 Special Access. The League may grant certain groups (e.g. TV camera crews) special access to the locker room at any time for any game. Teams will be notified in advance of such access and give special bibs or markings for the Visiting group to wear.

5.2 SHOWERS. Separate shower facilities and rooms for coaches and game officials shall be provided. Team shower facilities shall be available with hot water, soap and enough showerheads to accommodate TWENTY-FIVE (25) individuals.

5.3 TOWELS. The Home Team shall make available a supply of no less than FIFTY (50) towels to the Visiting Team and no less than EIGHT (8) towels to the Game Officials. The Visiting Team and/or Game Officials shall be responsible for the return of the towels. Damage to or theft of any towels shall be charged to the responsible party.

5.4 DRINKS, ICE AND MISCELLANEOUS. At a minimum, the Home Team shall provide in each Team's locker room TWO (2) cases of League sponsored water, TWO (2) cases of League sponsored energy drink; chairs or benches to accommodate TWENTY-FIVE (25) individuals, ONE (1) trainer's taping table; ONE (1) six-foot table for food and supplies; TWO (2) trash receptacles; a large ice chest with FORTY (40) pounds of ice; plastic bags for ice; a blackboard, chalk and eraser; soap (10 bars); gum (20 packs); coffee and hot water (1 pot each); tea bags (20); juice (1 case); carbonated soda (1 case); and paper cups. Alcoholic beverages (beer only) shall be provided at the discretion of the Home Team and pursuant to stadium regulations and federal law. If such products listed above are made by MLS sponsors, Teams shall use best efforts to utilize sponsor products/names whenever possible.

5.4.1 Locker Room Clock. Each locker room (Team and game official) shall be equipped with a visible clock that accurately reflects the time of day. All clocks in each locker room shall be set, operating on the exact times and coordinated with the TV truck, where applicable.

5.5 SUPPLIES FOR VISITING TEAM ATHLETIC TRAINER. The Home Team shall ensure that the Visiting Team training room is stocked with the League mandated supplies as outlined in Exhibit C, "Visiting Team Supplies" and Section XII of the MLS Medical Policies and Procedures Manual.

5.6 LOCKER ROOM EQUITY. The Home Team shall ensure that both locker rooms are comparable in size and amenities. While it is not realistic that Home and Visiting Team locker rooms are equal in quality, the Visiting Team should not be exposed to a competitive disadvantage. If an issue regarding locker room equity is expected, the League and Visiting Team shall be notified no less than SEVEN (7) days prior in advance to reach a mutually agreeable solution.

5.7 LOCATION CHANGE. In the event that a Team is forced to move locker rooms (e.g. NFL Season, double headers, stadium renovations, etc.), that Team shall inform the League and Visiting Team in writing and provide the new locations prior to the effective date. All locker room policies (i.e. Locker Rooms must be of comparable size and quality) still apply if a location change occurs.

5.8 LOCKER ROOM SECURITY. The Home Team shall ensure that the doors to the Teams' and Game Officials' locker rooms can be locked during the game and that the facilities shall be under the protection of the stadium security throughout the game. Security shall be posted outside the locker rooms at all times when the Teams and Game Officials are at the stadium.

5.9 GAME OFFICIALS' LOCKER ROOM. The game officials' locker room shall be provided with a cooler containing ice, water, carbonated and non-carbonated beverages, hot coffee, tea, soap and towels. When the Home Team is notified by the official Game Notice form (See Exhibit C) that one or more Game Officials are of the opposite sex, every effort shall be made to provide a separate shower facility or uni-sex accommodations.

5.9.1 Game Officials' Locker Room Security. Security will be posted outside the locker room door at all times while the Game Officials are at the stadium. Unrestricted access will be limited to the Game Officials, MLS Executive Staff, USSF Secretary General and CSA Secretary General. Only the Referee Liaison, Home Team Operations, and select MLS League Office Staff conducting official match business may enter the referee locker room after getting permission from the referee

Referee Coaches and Professional Match Evaluators will have match day access to the referee locker room, subject to permission of the referee, in the performance of their duties.

Personal guests, visitors or anyone not on official match business may not enter the locker room or the locker room area on game day.

Major League Soccer Game Operations Manual – Section 10 Game Officials

10 GAME OFFICIALS. Game Officials for each MLS game shall consist of the Referee, Senior Assistant Referee, Junior Assistant Referee, and Fourth Official. A U.S. Soccer or Canadian Soccer Association Referee-coach and or Professional match Evaluator will be in attendance for all games. The League shall notify Teams of the Game Officials' and the Referee Coach or Professional Match Evaluator (5) days in advance of each Home Game by means of the Game Notice, as shown in Exhibit C, "Game Notice." Additional guidelines for Game Officials are contained in the MLS Referee Handbook.

10.1 REFEREE. The Referee shall have general oversight and control of the Game and shall exercise the powers granted to him by the FIFA Laws of the Game. The Referee's duties to start the Game are outlined in Section 11.3 of this Manual.

10.2 ASSISTANT REFEREES. TWO (2) Assistant Referees shall assist the Referee in controlling the Game. Upon their arrival at the stadium, the Assistant Referees shall report to the Referee. The Assistant Referees are defined as the Senior Assistant (Bench Side) or AR1 and Junior Assistant or AR2.

10.3 FOURTH OFFICIAL. The Fourth Official shall assist with administrative duties, procedures for substitutions, and, if necessary, be responsible for the replacement of the game ball to eliminate unnecessary delays in the Game. The Fourth Official shall be situated at a table at midfield on the Team bench side of the field, between the two Team benches, approximately EIGHT (8) to TEN (10) feet outside the touchline. From this location, the Fourth Official and the Assistant Field Manager shall coordinate field timing and television timing with the Day of Game Producer, the Referee, and the Red Hat. The Fourth Official does not signal the Referee to kick-off. Responsibilities of the Fourth Official are further outlined on the most recent FIFA Laws of the Game. In the event there is a need for field communication with the Press Box/PA Announcer or Stadium Clock Operator during the Game, the Fourth Official shall notify the Assistant Field Manager, who shall communicate with the Press Box. In particular, the Fourth Official shall clarify cautions and send-off questions for the Press Box, if necessary.

10.3.1 Roster Collection. A team representative from each team will meet in the officials' locker room SIXTY (60) prior to kick-off to deliver the game day roster. Also at this time, the referees will inspect the game day jerseys, along with the GK's to verify what has been sent on the Game Notice.

10.5 Referee-coaches will be assigned by US Soccer and CSA whose primary function is to provide an official evaluation of the performance of the referee. He then files his report with the perspective Federation and this information is then shared with MLS. He/she should have an all access pass and is allowed in the referee locker room with permission of the referee.

10.5.1 Professional Match Evaluator. A Professional Match Evaluator (PME) will be assigned to all MLS games whose main duty is to report on the overall production of the game, including officials. They will file a report to US Soccer and CSA who in turn will share with MLS.

10.6 REFEREE LIAISON. The Home Team shall designate a Referee Liaison to work with the Game Officials at each Home Game. The Liaison shall contact the Referee THREE (3) days prior to the Game to confirm arrival and departure times, arrange transportation, and answer questions. If requested by the Referee, the Liaison shall meet the Game Officials at the Referee hotel THREE (3) hours before the Game. He shall ensure that all Game Officials arrive at the stadium at 2 hours before kickoff, and that they have transportation after the Game. The Referee Liaison shall ensure that the Referee has a Referee Game Report, Halftime Yellow Card Report, Substitution Cards, and the Competition Incident Report, and that these forms are files electronically immediately following the conclusion of the Game. The Liaison shall confirm security exists to escort Game Officials from the field to their locker room at the end of the Game and at halftime if requested by the Referee.

10.7 SECURITY LIAISON TO THE REFEREE. The Home Team shall designate a Security Liaison to the Referee to work with the Game Officials at each Home Game. The Security Liaison shall be the only individual permitted to

signal the Referee to stop the game while the game is in progress. The Security Liaison may receive direction from another stadium official, such as the Director of Security or Local Law Enforcement Official. The name of the security liaison shall be printed on the Game Notice distributed by the League Office. The Security Liaison to the Referee may occupy another game day responsibility, such as Field Manager, but he must be in a position to communicate with the Referee from field level. The Security Liaison shall introduce himself to the Game Officials prior to each game so he is easily identified during the game should the need arise.

10.8 UNIFORMS. The Game Officials shall wear a jersey (adidas) that has a color distinctly different than the colors of the Teams. This jersey shall be specified on the Game Notice sent to both Teams and the Game Officials prior to the Game and posted in the Game Official's locker room. The Game Officials shall comply with the MLS Official Uniform policy.

10.9 MATERIALS AND PROVISIONS FOR THE GAME. The Home Team shall provide the Game Officials with a Game Timing Sheet, Game Day Information, Participant's Pre-Game Positioning Diagram, Stadium Field Plan, substitution cards, and electronic substitution board (including back-up substitution paddles), and the Referee Game Report form upon their arrival at the stadium. They shall receive TWO (2) complimentary tickets each. Each Game Official shall receive ONE day pass that will allow entry to the stadium and field and locker room access. No other access is allowed with the day pass.

10.10 FIELD EQUIPMENT AND SAFETY CHECK. At least SIXTY (60) minutes prior to kickoff, the Game Officials shall complete an inspection of the playing field and equipment, including the field itself, goals, netting, official Game balls, corner flags, and field markings. In the event any problem areas are identified, including loose or torn nets, out of place goals, improperly covered drainage, missing or incorrect markings, etc., the Referee shall notify the Field Manager immediately. The Field Manager shall be responsible for promptly correcting any problems. The Referee should report any and all field equipment problems accordingly. However, every consideration and effort shall be made to start the game as scheduled.

10.11 REFEREE GAME REPORT. At the conclusion of the Game, the Referee shall file electronically the Referee Game Report. The Referee shall indicate the actual time of kick-off for the 1st and 2nd halves and the Game's end. The Referee has a duty to report any rule violations or Game Day procedure comments on the Referee Game Report or Competition Incident Report forms. Send to: refgamereport@MLSsoccer.com

10.11.1 Half-Time Yellow Card Report. The Home Team competition staff (preferably through the Referee Liaison) shall collect the Half-Time Yellow Card Report from the Referee at the beginning of half-time in the Officials' locker room. The report shall be distributed immediately to Media Operations and Television Production through in stadium communications and hard copy.

10.12 PROTECTION OF GAME OFFICIALS. Each Home Team shall provide a separate dressing room with showers at its Home stadium for the exclusive use of Game Officials, and shall take the necessary precautions to ensure that no person, without the permission of the Game Officials, gains access to this dressing room. Each Team shall provide adequate security for the Game Officials at all times they are at the stadium. A Team Operator failing to comply with these provisions or any person affiliated with any Team or Team Operator contravening these provisions shall be liable for a fine imposed by the League. Game Officials shall report any breach of these provisions to the League.

10.14 REFEREE POOL REPORTER. The MLS Referee Pool Reporter shall be a member of the working media who is designated prior to the Game to ask the Referee questions following the game. The pool reporter can ask up to 3 questions. The referee crew have FIVE (5) minutes to answer the questions. The Pool Reporter can ask for clarification on the referees answers.

10.15 COMPETITION INCIDENT REPORT. As an aid to the MLS Operations Department's assessment of Referee performances and to the League Disciplinary Committee, General Managers, Coaches, or other appropriate Team personnel are requested to submit a Competition Incident Report form to report unusual,

mishandled and other pertinent events. Such events should be described in detail within TWO (2) hours following the conclusion of the Game. Such Competition Incident Reports will be reviewed by MLS and a written response shall be issued by the League Office. Game Officials are encouraged to use this form to describe competition related incidents to be reviewed by MLS.

10.16 GAME OFFICIALS COMPLIMENTARY TICKET POLICY.

A. In addition to their League issued All-Stadium credential, working Game Officials shall receive TWO (2) complimentary tickets at the stadium or pre-game meeting at the Referee's hotel. These tickets will be distributed by the Referee Liaison.

B. The Referee coach and Professional Match Evaluator shall receive an all-stadium credential and are entitled to TWO (2) tickets for games to which they have been assigned. These tickets shall be provided to and distributed by the Referee Liaison.

C. Individuals MLS Game Officials' list who wish to attend a game to which they have not been assigned on the may request ONE (1) ticket from the League Office by contacting the League Office a minimum of THREE (3) days prior to the Game.

Major League Soccer Game Operations Manual – Section 11 Game Procedures

11 GAME PROCEDURES. To plan, prepare and implement the Game Day operations in a consistent manner, an overall Game Procedures program has been developed. Each Home Team shall comply with these Game Procedures for all MLS Games.

11.1 GAME DAY PRESENTATION. Each Team's Game Day presentation objective shall be to ensure a professional and consistent "look" for all MLS Games. Each Team has the opportunity to create its own in-stadium entertainment package, introduce its own game presentation elements and develop local traditions/customs within the framework of consistent guidelines.

11.1.1 Annual Submittals. Upon request, TWO (2) weeks prior to each Team's first Home Game, the following information shall be provided to the League Operations Department: comprehensive Team staff and stadium staff personnel list (including titles and reporting authority); comprehensive game day timeline, stadium rules (or confirm no changes from prior year); stadium security, medical, emergency, and evacuation plans (or confirm no changes from prior year); seating (including downsizing) and ticket scaling diagram; sample of Visiting Team information packet. Updates shall be provided to the League during the Season if major changes from the original submittals occur.

11.1.2 Game Timing Sheet, Instructions, and Diagrams. All Home Teams shall use the MLS Game Day Timeline as a general guide, prepare Game Day Information and adhere to field layouts using the Stadium Field Plans, Bench Area Diagram and Participant's Pre-Game Positioning Diagram for each League Game.

A. Game Day Timeline. The Game Day Timeline is a detailed timeline for the hours and minutes immediately preceding, during and following a MLS Game. All pre-Game, in-Game, and post-Game activities shall be dictated by the Game Day Timeline. Television and radio broadcasts shall also dictate and adhere to the timing stated on the Game Day Timeline. The Field Manager shall synchronize his watch with the TV truck at least NINETY (90) minutes before kick-off. All Home Team personnel shall synchronize watches before the gates open. At a minimum, The Game Day Timeline shall be posted in Team locker rooms, the Game Officials' locker room, and Press Box. Copies shall also be provided to the Video Board/Entertainment Box, PA Announcer, Field Management, Stadium Personnel and Security. There may be variations in the Game Day Timeline from Team to Team or due to TV requirements if discussed with and approved by the League (See Section 11.3.1). Upon request, each Team shall forward to the League for review a copy of their Game Day Timeline.

B. Game Day Information. In addition to the Game Day Timeline, a copy of pre-Game, in-Game and post-Game information shall be provided to the Visiting Team, the Game Officials, the Press Box, the Video Board/Entertainment Box, PA Announcer and Timekeeper. The Game Day Information describes what is going to

take place and how the execution of the event activities, including Team introductions, shall be handled. Upon request, each Team shall provide their Game Day Information for the Opening Game to the League for review at least TWO (2) weeks in advance.

C. Game Notice. No less than FIVE (5) days prior to each Game, the League shall distribute to each Team a Game Notice detailing Game time/date, Team uniform colors, television details, Game Official's assignments, Home Team and Visiting Team contacts, and League designated contacts (League Designees). Items A, B, and C from this section shall be provided to the Visiting Team and Game Officials upon their arrival in the host city. If any changes occur, both Teams shall be promptly updated upon arrival at the stadium on Game Day.

D. Stadium Field Plan. All field management and set-up crews shall have a pre-set stadium diagram which indicates positions of field signs, field markings, goals, Sponsor provided product, and Team benches.

E. Field Board Schematic. A sample Field Board Schematic is contained in Exhibit E, "Field Board Schematic." Field Board layouts are Team specific and are subject to change. Any updates or changes will be sent from MLS Partnership Marketing to the appropriate Team.

F. Participants Pre-Game Positioning Diagram. If requested or if special circumstances deem it necessary, a diagram describing the Teams, Game Officials, and any VIP and/or color guard positions to take the field during pre-Game introductions shall be provided to both Teams, field management, and TV.

G. Field Staff Positioning Diagram and Bench Area Diagram. Field staff shall be stationed on the field according to the "Field Staff Positioning Diagram and Bench Area Diagram," provided in Exhibit C.

11.2 PRE-GAME PROCEDURES. Prior to kickoff, MLS pre-Game procedures, as described below, shall be implemented. While these procedures shall not vary, additional activities may be included based on the Home Team's Game Day program, entertainment, presentations, and dignitary or VIP recognition. MLS required procedures are as follows:

11.2.1 Roster Deliveries. Rosters shall be delivered to TV production, Press Box, Referee and Teams as outlined herein:

A. "Best guess" starting line-ups shall be available to TV the day before the Game, if requested by TV and the League.

B. In order for TV to prepare the necessary telecast graphics, the "Starting 11 Form" (see Exhibit C) indicating Team line-up and formation shall be delivered to TV via a Home Team Public relations runner TWO (2) hours prior to kick-off. While this is not the Official Game Roster (see Exhibit C), the Starting 11 Form shall use best efforts to provide an accurate lineup to TV.

The Visiting Team often arrives NINETY (90) minutes before kick-off, thus missing the TWO (2) hour deadline to deliver its starting line-up to TV. In such instances, the Visiting Team shall deliver its starting line-up to the Visiting Team Liaison immediately upon arrival, who shall in turn see that it is delivered to TV. To facilitate this exchange, the Visiting Team Liaison shall meet the Visiting Team bus upon arrival.

The Home Team shall always comply by submitting this completed form by the TWO (2) hour TV deadline.

C. The Official Game Roster shall be exchanged by both Teams at the Captain's Meeting SIXTY (60) minutes prior to the start of the telecast. The Home Team day of game staff shall be responsible for promptly creating and distributing the copies as follows:

1. ONE (1) copy to the Press Box
2. ONE (1) copy to the Referee or Fourth Official
3. ONE (1) copy to the Visiting Team

4. ONE (1) copy to the Home Team

If there are any changes to the Game Roster beyond the SIXTY (60) minute mark pursuant to Section 11.2.3A, the Home Team's Operations Director (or another designated Team representative) is ultimately responsible for obtaining such information and relaying it immediately to TV, the Press Box, the opposing Team and the Referee. As part of each Team's Game Day routine, or timeline, there should be a built-in Game Roster check immediately following Team warm-ups to monitor such Game Roster changes.

11.2.3 Pre-Game Team Warm-Up Period. Each Team shall be entitled to a concurrent and equal pre-Game warm-up period of not less than TWENTY-FIVE (25) minutes, which shall begin and end pursuant to the Game Day Timeline. Only those individuals listed on the official Game Roster distributed by MLS Player Personnel, are eligible to participate in pre-game warm-ups. After the pre-Game warm-up period, the Field Manager shall direct the Teams to the locker rooms.

A. Pre-Game Injury, Illness or Dismissal. After the exchange of the Official Game Rosters, Roster changes by either Head Coach shall be made only in case of injury, illness or dismissal during the warm-up period. A Player who is removed from the official starting lineup shall not be eligible for substitution into the Game, with the exception of the Goalkeeper. However, an eligible Active Roster Player may be added to the Official Game Roster to replace an injured or ill Player, not a dismissed Player. A starting Player's vacant Roster position may only be filled by a current, named substitute from the Official Game Roster. The replacement Player can only be added to the list of eligible substitutions, not as a starting Player. Any Player dismissed prior to the Game is not eligible and may not be replaced on the Roster (a named substitute may fill the roster position of a starting Player who has been dismissed). No changes or additions to the Official Game Roster may occur less than FIFTEEN (15) minutes prior to the scheduled kick-off at which point the Game Roster becomes frozen and final.

B. Return To Field After Warm-Ups. For competitive purposes, the intent is to minimize the time between the end of warm-ups and the start of the game (See Exhibit C, "Game Day Timeline"). Teams also must be sensitive to weather conditions and have the flexibility to further shorten pre-game programs in order to prevent players from standing in-line in extreme conditions (e.g. cold, heat, rain) for longer than necessary. Special/expanded programs that differ from the standard MLS pre-game presentation must be approved by the League at least THREE (3) business days prior to the game.

C. Suspended Players. Suspended players are not permitted on the field of play for pre-game warm-ups or during halftime. Furthermore, suspended players are not permitted on the Team bench during the game. However, suspended players are permitted access to their respective Team Locker Room. Players who fail to adhere to this policy may be sanctioned accordingly.

11.2.4 Officials and Starting Team Entry. The Game Officials and starting Players will enter the field FIFA style to the MLS Anthem (See Exhibit, "Game Day Timeline"). The Senior and Junior Assistant Referee shall assist the Teams with getting Teams out of the locker rooms in a timely manner. Ultimately, it is the Head Coaches' responsibility to make sure his Team enters the field on time, and any problems shall be reported to the League Office by the Referee and Teams via Game reports. It is the Home Team's Game Day Staff's responsibility to treat both Teams equally using the uniform warning times in Section 11.3.2 and to alert both Teams when to exit locker rooms.

11.2.5 Coaches and Reserve Players Entry. Before pre-Game introduction ceremonies, Coaches and Reserve Players shall enter the field and walk behind the field boards to their Team benches.

11.2.6 National Anthems. For all MLS League Season Games, the National Anthems of the teams participating in the competition shall both be performed live or both be played to track according to the Game Day Timeline and coordinated with the telecast. In games where two national anthems are required, the anthem of the Visiting Team's country shall be played first and anthem of the Home Team's country shall follow.

11.2.7 Flag Protocol. For all MLS League Season Games, the country flags of the teams participating in the competition shall be displayed in the stadium. These flags shall be equal in size and displayed in a comparable manner. If hung in the stadium the U.S. flag shall be displayed with the stripes facing down with the stars in the top left corner (when viewed from the front). The Canadian flag must be hung so that the stem of the maple leaf points to the right (when viewed from the front). The flag of the home team's country should be to the left of the other flag. In the event the flags are hung on poles, the flag of the home team's country should be a few inches higher than the other flag. If the flags are displayed on field during the pre-game ceremonies, the flags shall be placed in front of the respective team benches.

11.2.8 Introduction of Game Officials, Coaches and Players. The Game Officials, Coaching Staff, and Players shall comply with the introduction procedures designated in the Game Timing Sheet and Game Day information. It is recommended that the Visiting Team's starting line-up is introduced before the Home Team's starting lineup. The Head Coach and Assistant Coaches shall remain on the sideline, but may be introduced by the P.A. Announcer. The Game Officials may be introduced during the pre-game ceremony starting with the Fourth Official, Junior Assistant Referee, Senior Assistant Referee, and then Referee. The Home Team shall script the introductions for the PA Announcer, including the phonetic spelling where necessary. No introductions may occur while the MLS Anthem is played.

11.2.9 Official Coin Toss. The official coin toss shall take place immediately after the team handshakes and team photos (See Exhibit, "Game Day Timeline"). The Referee and Team Captain's shall participate to determine the choice of ends to defend, as well as the kick-off.

11.3 GAME PROCEDURES. The Game shall commence on the Referee's whistle. During the Game, the Referee is solely in charge of the Game on the field. In conjunction with the Field Manager and TV Red Hat, the Referee shall ensure the first and second half begin at the time so designated on the Game Timing Sheet. Teams may be fined for a late kick-off if it is caused by circumstances deemed under their control.

11.3.1 Kick-Off. Fox Soccer Channel, HDNet and Regional telecasts are scheduled to kick-off at **06:30** past the hour/half-hour, unless otherwise directed by the network(s) and the change is approved by the teams and league office. Telefutura telecasts shall kick-off at **05:00** past the hour/half-hour on Sunday afternoons. ABC / ESPN 2 hour telecasts shall kick-off at **08:30** past the hour and a 2 ½ hour telecast will kick at the top or bottom of the hour after their 30 minute pregame show. The actual signal to the Referee to start the Game shall come from the Red Hat under the direction of the Primary Game Producer. If the Game's kick-off is delayed for FIVE (5) or more minutes due to TV, the TV Producer and Team General Manager and/or Director of Operations shall discuss the situation and arrive at a mutually agreed upon time to kickoff. In such cases, Teams shall contact the appropriate League Designee listed on the Game Notice.

A. Red Hat Signal. Only the Red Hat shall give the signal to the Referee to begin each half of the Game. Exactly TWO (2) minutes before kick-off, he/she shall stand FIVE (5) yards onto the mid-field line to communicate with the Referee prior to kick-off. The Red Hat shall be equipped with a stopwatch to coordinate with TV time and should be sensitive to pre-Game ceremony activity. ONE (1) minute before kick-off, the signal to the Referee shall begin with both hands in the air, above the head. The final signal to kick-off shall be indicated by the Red Hat swinging his right arm in a full circle THREE (3) times. Once he distinctly signals for the Referee to start the game, he shall quickly exit the field and assume his Game position. See Exhibit C, "Red Hat Standard Signals."

B. Referee's Three (3) Whistles. To help ensure on-time kick-offs for both halves (and OT if necessary), the Referee will blow his whistle THREE (3) different times to alert Teams to prepare for kick-off. Coordinating timing with the Red Hat, the Referee will give the THREE (3) whistles as follows (only the second and third whistles may be needed for second half kick-offs):

First Whistle: After Team photos to break up any Team huddles near the benches [TWO (2) minutes before kick-off]

Second Whistle: To break up any on-field Team huddles and ensure that no balls are on the field so Players can take their Game positions [ONE (1) minute to kick-off on Red Hat's signal].

Third Whistle: To kick-off on the Red Hat's final signal.

The Referee and the Fourth Official shall prohibit practice balls from being used on field after Team warm-ups prior to kick-off, unless an extended kick-off delay is communicated from TV.

11.3.2 Uniform Warning Times for Locker Room Exits. For both pre-Game and halftime, consistent warning times for Teams to exit their locker rooms shall be used as follows:

- FIVE (5) minute warning for Teams and Officials to exit locker room
- THREE (3) minute warning for Teams and Officials to exit locker room
- ONE (1) minute warning for Teams and Officials to exit locker room

The FIVE (5), THREE (3) and ONE (1)-minute warnings are not measured from kick-off time, but rather from when Teams must exit the locker rooms and proceed to the field. The appropriate time, relative to each stadium, that it takes for Teams to walk from the locker rooms to the field should be factored in. Ultimately the Head Coach is responsible to assure his Team departs from the locker room on time. Any incidences of Team delays leaving the locker room at the beginning of the Game or at halftime shall be documented on the Home Team and Visiting Team Game Reports, and by the Referee on the Competition Incident Report, and may result in a fine. The designated staff members in charge of alerting the Teams to exit the locker rooms shall be mature, reliable, assertive and polite and announce via two-way radio to the Game Producer precisely when the Teams depart.

11.3.3 Timing for the Game and Stadium Clock. Prior to the start of warm-ups the stadium clock shall indicate real time. At the start of team-warm ups the clock shall count down to indicate the duration of warm-ups. Teams are permitted a minimum of 25 minutes for warm-ups. In this case the clock would run from 25:00 down to 0:00. At the end of the pre-game warm-ups the clock shall display real-time or reset to 00:00 until the start of the game. The Stadium Clock Operator shall start the clock at the kick-off for each half and the official game time shall be kept on the field by the Referee. In the first half, the clock shall begin at 00:00 and count up continuously until 45:00 and stop. At the conclusion of the first half, the stadium clock shall be set to 14:00 and run down to 00:00. Halftime is actually FIFTEEN (15) minutes in duration but the clock should still run down from 14:00. For the second half, the clock shall begin at 45:00 and count up continuously until 90:00 and stop. The Fourth Official will indicate any "added time" added by the Referee at the end of each half (or OT period if applicable to the MLS Playoffs) using the electronic substitution board or manual substitution paddles. Please see Exhibit C, "In-Stadium Entertainment" for details on the game clock guidelines.

11.3.4 Official Game Rosters. A total of EIGHTEEN (18) eligible Players for each Team may be placed on the Team's Game Roster for any MLS League Season Game. League rules regarding eligible Players and Roster guidelines can be found in the MLS Competition Guidelines Manual.

11.3.5 Player Substitutions. THREE (3) substitutions may be used at any time in any League Season Game. It is acceptable for the Goalkeeper to change places with a Field Player as long as it is done in accordance with the requirements of "FIFA Laws of the Game," Law 3 which states:

- A.** The Referee is informed before the change is made.
- B.** The change is made during a stoppage in the Game (corner kick, throw in, etc.).
- C.** Delay or time wasting during this position exchange is not acceptable. The Game will not be held up to allow for a complete change of equipment by either Player. The former Goalkeeper must leave the field to change his equipment. The equipment change may not be done on the field.
- D.** The change of positions is complete at the moment the new Goalkeeper is given a Goalkeeper shirt or jersey - which should be ready for him when the exchange is requested. If the former Goalkeeper, who is now a field Player, is not ready to play in the basic compulsory equipment (same color jersey or shirt, socks and shorts, shin guards and footwear) as the other field Players on his Team, he may not re-enter the field until his equipment and uniform conform to "FIFA Laws of the Game," Law 4. During this interim period, his Team must play short-handed.
- E.** When the Player is ready to re-enter the Game, the Referee will beckon the player onto the field at the next stoppage of play and check the former Goalkeeper's uniform and equipment. If satisfied with the Player's uniform condition, the Referee shall permit him to play.

11.3.6 Field Access after Three Permitted Substitutions. Once a team's three permitted substitutions have been completed, players warming-up on the sidelines and goal lines are not eligible for competition and shall immediately return to the team locker room or team bench. Players shall then remain in the technical area and

behave in a manner according to the FIFA Laws of the Game. An exception is permitted for players who have just been substituted out of the game and require an opportunity to stretch and cool down.

11.3.7 Putting a New Ball into Play. When the ball goes out of play beyond the touchline or over the goal line, the nearest Ball Kids shall assure that the Player putting the ball back into play has a ball for the restart as quickly as possible. Procedures for putting a new ball into play are outlined in Exhibit B, "Procedures for Putting a New Ball into Play."

11.3.8 Television Access. During the Game itself, if the TV broadcaster requests they shall be permitted to speak briefly with each Coach or an Assistant Coach live during the telecast via a headset or with a sideline reporter. This shall occur once each half (once for the Home Coach and once for the Visiting Coach), during the period between EIGHTEEN (18) and TWENTY-FIVE (25) minutes into each half. Coaches shall also make themselves available for brief on-air half time and/or post-Game questions asked by the sideline reporter or at a designated flash / interview zone area.

11.3.9 Personnel or Equipment within the Field Board Perimeter. As a general rule, no game day personnel are permitted inside the field board perimeter. This helps ensure the safety of the players, referees, ball kids, etc.

11.3.10 Halftime Activities. Halftime shall officially begin as soon as the Referee blows his whistle signifying the end of the first half. The duration of halftime for all Regular Season and Playoff Games shall be FIFTEEN (15) minutes, from whistle to whistle, unless otherwise authorized by the League.

A. Half-Time Yellow Card Report. The Home Team competition staff (preferably through the Referee Liaison) shall collect the Half-Time Yellow Card Report (see Exhibit C), which includes proper description of each card issued, from the Referee at the beginning of halftime in the Officials' locker room. The report shall be distributed immediately to Media Operations and Television Production through in stadium communications and hard copy.

11.3.11 Mascot Conduct. Team mascots are recognized as part of game day entertainment. Mascots shall act as Team cheerleaders and interact with fans but shall not taunt, mock or make derisive gestures towards Game Officials, Players, Coaches or staff at any time. Mascots are permitted on the field of play only during pre-game festivities, half time and post-game. Mascots shall remain behind the field boards and not enter the field of play while the game is in progress. Furthermore, mascots shall not enter or perform near the Team locker rooms at any time. For mascot costumes that are cumbersome and/or difficult to see out of, one or more guides shall escort the mascot at all times for safety.

11.3.12 End of the Game. At least TWO (2) minutes before the end of the Game, security personnel shall position themselves between the field's perimeter, near locker rooms and all other sensitive areas.

11.3.13 Sent-Off Players. A Player who is sent-off during a Game shall be escorted from the field of play and bench area by a Game day staff member designated by the stadium or Home Team. Each team should be informed of the designated staff member prior to the Game. Although each Player is ultimately responsible for his actions, the Player's Team bench personnel shall facilitate its Player's leaving the field without delay. The Home Team designee shall work in concert with Team bench personnel, display a high level of sensitivity for each situation and ensure that the player is shown to the appropriate area (e.g., the locker room or team's suite) for the remainder of the Game. The same procedure shall be followed for any Coach or other bench personnel not listed as an eligible substitute who is dismissed from the field.

11.3.14 Simultaneous Send-Off. Special attention shall be given to situations where more than one Player or Team personnel is sent-off at the same time during a Game. When Players or personnel from opposing Teams are sent-off simultaneously the potential for a subsequent confrontation exists. For that reason, the Home Team shall coordinate with the Visiting Team and stadium security personnel to ensure team members leave the field vicinity and enter their respective locker rooms separately. As a general rule, the individual(s) from the Home Team shall be held behind while the individual(s) from the Visiting Team are escorted from the field. This may change due to

game circumstance as well as bench and locker room locations. Ultimately, the Home Team is responsible for coordinating these movements.

11.3.15 Game Officials' Security. At the 40-minute mark of the first half and the 85th minute of the second half, a minimum of TWO (2) security officers or TWO (2) event staff personnel shall take a position at the nearest touch or goal line in direct path to the field exit of the game officials to their locker room. They shall only enter the field if beckoned by the Referee. Otherwise, they shall receive the officiating team as they cross the line as they escort them to their appropriate locker room.—Officials may caution, send off, or dismiss players and/or team personnel who are guilty of unsporting behavior during the half and/or full time period while still on the field of play.

11.3.16 Security Camera on the Game Officials. Each Stadium shall dedicate one security camera to the monitor and record the on-field actions surrounding the Game Officials at halftime and post-game. This action shall record activity not covered by the broadcast. Upon written request, the footage shall be sent to the League Office. The Team shall notify the League prior to the start of the season in the event such capabilities do not exist at a particular stadium.

11.4 PROHIBITED & RESTRICTED ITEMS. Generally, stadium rules shall dictate what items are prohibited from being brought into the stadium, and the League expects such rules to be enforced by all Game personnel. Information about such prohibited items shall be clearly communicated to patrons.

11.4.1 Whistles in the Stands. The use of whistles in the stadium by spectators is a nuisance, which seriously detracts from the quality of the spectator experience and could possibly have a negative impact on the outcome of a game. Stadium authorities are requested to use the strongest possible measures with the confiscation of whistles suggested as a deterrent to their use. If necessary, the prohibition of the use of whistles during a MLS game should be included in the public address announcement made each half, which concerns itself with crowd control.

11.4.2 Plastic Horns. The sale of plastic horns at stadium novelty stands is strongly discouraged as the noise generated can drown out commentary and natural sounds of the game heard on telecasts.

11.4.3 Fireworks, Flares and Smokebombs. Fireworks, flares and smokebombs present a potential safety hazard and spectator quality issue in-stadium. Stadium security, ushers and Team staff shall make every reasonable effort to prevent this prohibited items from entering the facility. Any individual caught attempting to bring these items into the stadium or ignite them will be immediately evicted, may have ticket privileges revoked and may be punished to the fullest extent of the law.

11.5 POST-GAME PROCEDURES. At the conclusion of the Game, the following post-Game procedures shall be followed. The following forms shall to be submitted to the League Operations Department. Non-compliance with these deadlines may result in fines.

11.5.1 Referee Game Report. The Referee shall complete and submit the Referee Game Report to the Referee Liaison. Before leaving the stadium, the Referee will file the report electronically to the email address as indicated on the form.

11.5.2 Competition Incident Report Form. This form shall be used by the Home or Visiting Team to request League review of Game incidents that may not have been dealt with by the Game Officials. The completed form and any applicable videotape shall be received by the League Office as soon as possible and no later than FORTY-EIGHT (48) hours after the end of the Game. This procedure shall not be used to file a Game Protest (See Section 2.12 for such procedures).

11.5.3 Stadium Incident Report. These incidents are generally not competition related but are specific to incidents in grandstand areas, concourse areas, parking lots, etc. This report shall be completed by the Director of Operations or another designated Home Team representative. When an incident occurs, the completed form must be submitted as soon as possible and no later than FORTY-EIGHT (48) hours of the end of the Game. Before submitting any incident report with local authorities or stadium personnel, a member of the League's legal

department must sign-off on it. If the stadium insists on documenting the incident at hand, the Home Team must have a representative at the scene to serve as a Team/League witness. The League must have copies of all such incident reports to keep a record for proper insurance and legal coverage.

11.5.4 Game Records. Following each Game, the Home Team's Director of Operations shall distribute the appropriate number of DVD game records as follows.

1. One DVD shall be given to the Visiting Team's Head Coach or Assistant Coach; if not available, it shall be given to the Visiting Team's Media Relations Director before he leaves the stadium.
2. One DVD each shall be given to the Referee, the 2 Assistant Referees and the Fourth official prior to his leaving the stadium. There will also be a DVD to be given to the Referee Coach.
3. One DVD shall be retained by the Home Team.

11.5.5 Video Board Feed. The Home Team shall maintain a copy of the in-house video board feed for all MLS Games. Important information not visible from a TV broadcast (e.g. pre-game ceremonies, post-game actions) is gained from this record. Thus, it is necessary to begin the record at the start of team warm-ups and end it after all of the Players and Game Officials have left the field. The Home Team shall provide a copy of the video board feed upon request and may be fined in a situation when the feed is not received by the League within THREE (3) business days following the conclusion of a Game.

11.6 ADDITIONAL STADIUM POLICIES. In addition to MLS rules and procedures, each MLS stadium has additional rules that must be enforced, such as prohibited items, alcohol policies, fan searches, fan removal or arrest, seat migration, etc. In addition to providing the League with a copy of these rules, Teams must thoroughly discuss these matters with their stadium authority before the start of the League Season so it is clear by whom and by what means all rules and procedures will be enforced.

11.7 LEAGUE OVERSIGHT. MLS Staff shall regularly monitor stadium procedures and other minimum performance standards and shall recommend fines to the Disciplinary Committee when procedures and standards have been violated.

Major League Soccer Game Operations Manual – Section 14 Game Delay, Postponement & Cancellation

14 GAME DELAYS, POSTPONEMENT AND CANCELLATION. Game delays, postponements and cancellations are governed by this Section. Because of the possibility of Game delays or postponement, the Teams' General Manager and Operations Director shall have direct means for communication (i.e. cellular phone) with the League Office. The League Office shall have these phone numbers prior to the start of the League Season, and this information shall be included on Game Notices. If League guidelines for Game delays, postponements and cancellations are adjusted for the MLS Playoffs and MLS Cup competitions, the League Office shall distribute the rules accordingly.

14.1 LEAGUE DESIGNEE. For each MLS Game, a League Designee shall be named, who shall be the primary League contact for that Game. The League Designee's cellular number shall be included on the official Game Notice. In addition, at least TWO (2) alternates shall be named in case the Designee cannot be reached. Every effort shall be made to contact the League as soon as a problem develops, rather than waiting and allowing the problem to potentially exacerbate.

14.2 CHANGES TO THE GAME SCHEDULE. All Game dates and starting times shall be established and announced by the League in the League Season schedule. Game dates and or times may not be changed unless so approved by the League. Before deciding on a change, the League shall consult both the Home and Visiting

Team and applicable broadcast partners, and shall have the final say in the matter. The League shall notify Teams in writing, but the Teams shall not publish the change until permitted to do so by the League. Once permission is granted, both Teams' public relations staffs shall use all reasonable means to communicate the Game time change information to the public.

14.2.1 Game Date Change. A request to change the date of a Game shall be submitted to the League in writing at least SIX (6) weeks prior to the Game.

14.2.2 Game Time Change. A request to change the start time shall be submitted to the League in writing at least TWO (2) weeks prior to the Game.

14.3 AUTHORITY TO DELAY, POSTPONE OR CANCEL A GAME. A MLS Game may be delayed or cancelled due to (1) the failure of one or both Teams to arrive, (2) a lack of preparedness of one or both Teams to begin or continue playing a Game, (3) challenges with the national or regional telecast, (4) serious injury or fatality to a Player, Coach, Game Official, Team representative or spectator, or (5) unfavorable weather and/or other adverse conditions beyond the control of the participating Teams which would make the playing of the Game impractical for Players, or dangerous for the Players, other participants, or spectators. It is important that the rules and procedures of this Section are explicitly followed in determining whether to delay, postpone or cancel a Game. For all potential Game delay scenarios, the Home Team, in conjunction with the Stadium, Local Law Enforcement and other applicable agencies, shall have a detailed response plan prepared. Applicable to this section, Competition is defined by the moment a Team arrives at the stadium on game day until the final whistle is blown (including pre-game dressing preparations, pre-game warm-ups, half-time, and all game action). If a Game requires rescheduling as a result of any of the above occurrences, the affected Teams and the League will determine a new date and time to replay the game in question. If a significant delay is experienced, the Game Officials and Teams shall follow the guidelines set forth in this section before play is resumed. Furthermore, in case of a delay or a cancellation that requires rescheduling, the Home Team is responsible for informing the fans, via public address announcements, of the situation at hand. Such announcements shall be prepared in advance, vaguely reference the situation (e.g. "the accident that has occurred on the field") and explain the delay or cancellation policy that governs the relevant situation.

14.3.1 Game Delay. If one of the conditions set forth above exists, the Home Team General Manager, in consultation with the League Designee, Visiting Team Coach and Referee, may delay the start of the Game for up to TEN (10) minutes. If the Game is televised, the General Manager shall also consult the television producer(s) and call the League Designee prior to deciding on any delay.

14.3.2 Kickoff Delay Due to Television (Regional Broadcasts). In rare instances, the kickoff may be delayed due to the run-over of preceding live sports programming. In such scenarios, regular communication between the Producer, Red Hat, Operations Director, Game Officials, and competing Teams is essential. The following protocol, which is also found in the MLS Broadcasting Manual, shall be followed:

1. Prior to the end of Team warm-ups, the Producer shall provide advance warning to the Teams and Referee of the possible delayed kick.
2. The Producer shall have the authority to delay the kick for up to TWO (2) minutes if warranted as described in this section.
3. If the Producer reasonably believes that the kick will be delayed more than TWO (2) minutes but less than FIVE (5) minutes, he/she shall request a delayed kick from the Home Team and such personnel shall make every effort to accommodate the request.
4. If the Producer reasonably believes that the kick will be delayed more than FIVE (5) minutes, he/she shall inform the Home Team and every effort shall be made to begin the game as originally scheduled.

14.3.3 Kickoff Delay Due to Television (National Broadcasts). As it relates specifically to national broadcasts (ABC, ESPN2, Fox Soccer Channel, Univision and HDNet), there is additional flexibility to delay the kickoff due to a preceding live television or other unforeseen circumstances that would reduce game coverage on national television. In such scenarios, regular communication between the Producer, Red Hat, Operations Director, Game

Officials, and competing Teams is essential. The following protocol, which is also found in the MLS Broadcasting Manual, shall be followed:

1. The League will contact the teams and the game officials, prior to game day, to inform them of the possible delay situation due to preceding live television.
2. On game day, information regarding the potential delay will come directly from the TV truck to the operations staff. It will be the responsibility of the operations staff to disseminate the message to the competing teams, the game officials and in-stadium production in a timely manner (Timing referencing the team warm-up period is dictated by the team timeline produced by the Home Team).
3. Prior to the start of team warm-ups, TV will notify operations of the decision to delay the kick by a maximum of 15 minutes.
4. Once team warm-ups have commenced (and in no case less than 10 minutes prior to the scheduled conclusion of team warm-ups), TV may notify operations of the decision to delay the kick by a maximum of 10 additional minutes. In such a situation, team warm-ups may be extended following notification of a delayed kick. In such a situation, both competing teams will be provided the same opportunity. TV remains respectful of teams' and players' interests and will make reasonable efforts to avoid adjusting the timeline during the middle of team warm-ups.
5. At the conclusion of team warm-ups, TV will notify operations of the decision to delay the kick by a maximum of 5 minutes. This 5 minute delay may be in addition to a delay announced at the start of team warm-ups.
6. In the event of an extended delay, the Home Team shall proactively communicate with the in-stadium audience.

14.3.4 Delayed Start to Second Half Due to Television. If the Game is not able to resume at the end of the FIFTEEN (15) minute halftime period because the telecast is not ready (e.g. due to commercial runover or technical problems), the Producer shall inform the Red Hat at the first possible opportunity and may delay the start of the second half by a maximum of TWO (2) minutes. The Red Hat shall work closely with the Fourth Official, as well as the television Producer and Operations Director, to keep the Referee and Teams fully informed as to when the telecast is ready to resume.

14.3.5 Lightning and Severe Weather. Given the likelihood of lightning during the League Season, and the potential for personal injury and structural damages lightning can cause, each Home Team shall have a detailed thunderstorm delay plan that includes the following:

1. Specific persons in charge of decision-making (one management level person from the Stadium, one person from the Home Team, one person from Law Enforcement)
2. Direct contact with the U.S. Weather Bureau and/or Doppler Radar
3. Formation of a weather delay committee with pre-designated meeting location (and back-up location) that includes the Referee, Team Representatives and TV Producer
4. Immediate Contact with the League's Game Notice Designee
5. Updates to spectators and media via PA Announcements
6. "Standing Orders" (procedures) published and posted to accomplish the above

In the event it is deemed safe to resume play, refer to Section 14.3.11, "Team Warm-Up Period Following Game Delay" for League guidelines.

14.3.6 Natural Disaster and Damage to Stadium Superstructure. Given the possibility of a natural disaster (e.g. earthquake) during the League Season and the potential for personal injury and structural damage that may result, each Home Team shall have a detailed emergency response plan that includes the following:

1. Specific persons in charge of decision-making (one management level person from the Stadium, one person from the Home Team, one person from Law Enforcement)
2. Formation of a crisis management Team with pre-designated meeting location (and back-up location) that includes the Referee, Team Representatives and TV Producer
3. Immediate contact with the League's Game Notice Designee
4. Updates to spectators and media via PA Announcements
5. "Standing Orders" (procedures) published and posted to accomplish the above

The decision as to whether the game will begin or resume shall be made in conjunction with Stadium Officials and local law enforcement, and other applicable personnel qualified to ascertain the safety of the event. Prior to making a decision, the affected Home Team shall immediately contact the League Designee to discuss the situation and

determine an appropriate and respectful course of action. Each incident that falls under this category shall be treated on a case-by-case basis, although consideration will be given to play or resume the Game as scheduled.

14.3.7 Terrorist or Unspecified Threat to the Safety of the Event. Given the possibility of a terrorist or unspecified threat to the safety of event participants and spectators, Teams shall have a response plan prepared that includes elements detailed in Section 14.3.4, "Natural Disaster and Damage to Stadium Superstructure." The decision as to whether the game will begin or resume shall be made in conjunction with Stadium Officials and local law enforcement, and other applicable personnel qualified to ascertain the safety of the event. Prior to making a decision, the Home Team shall immediately contact the League Designee to discuss the situation and determine an appropriate and respectful course of action. Each incident that falls under this category shall be treated on a case-by-case basis, although consideration will be given to play or resume the game as scheduled.

14.3.8 Stadium Power Failure. Given the possibility of a partial or full power failure at a stadium, Teams shall have a detailed response plan prepared. In such a situation, the game may be delayed if the power failure results in the following:

1. The Referee determines that it is dangerous for Players or Game Officials to continue the Game. This decision to stop play is in the sole discretion of the Referee.
2. The Referee determines that an unreasonable competitive advantage is created by continuing the Game under current conditions (e.g. unbalanced lighting favors one Team). This decision to stop play is in the sole discretion of the Referee.
3. Team and stadium officials determine that it is dangerous for spectators and/or stadium personnel to continue the Game. In such a situation, the Security Liaison to the Referee shall communicate this need to stop play. In the case of a power failure, every effort shall be made to continue and finish the Game in its entirety once the problem has been adequately fixed or the integrity of the competition has been established or restored and the safety of spectators, stadium personnel, and Players have been assured.

14.3.9 Serious Injury of a Player, Coach, Game Official or Team Representative. If a Player, Coach, Game Official or other bench personnel suffers a serious injury (e.g. paralysis or heart attack) during the course of competition, every effort shall be made to finish the game in its entirety once the injured person(s) is safely removed from the field area. It is the responsibility of the Game Officials to manage the players and bench personnel during a delay caused by a serious injury. In such instances, the Home Team shall immediately contact the League Designee to keep the League informed of the situation and seek direction as necessary.

14.3.10 Fatality Before Game Day or Arriving at the Stadium. If a Player, Coach, Game Official, spectator, League or Team Staff suffers a fatal incident before game day or prior to arriving at the stadium on game day, the affected Team shall immediately contact the League Designee to discuss the situation and determine an appropriate and respectful course of action. Each incident that falls under this category shall be treated on a case-by-case basis, although consideration will be made to play the game as scheduled. The decision as to whether the Game will be played shall be at the sole and absolute discretion of the League Office.

14.3.11 Fatality During Competition. If a Player, Coach, Game Official or other bench personnel is determined to have suffered a fatal incident during the course of competition, the game may end at that point and, per Section 14.3.17, would be rescheduled and replayed in full if the incident occurs in the first half of play or the game shall be considered final if the incident occurs in the second half of play. In such instances, the Home Team shall immediately contact the League Designee to keep the League informed of the situation and seek direction as necessary.

14.3.12 Team Warm-Up Period Following Game Delay. MLS Teams and Players shall be permitted a warm-up period following any game delay, due to weather or other unforeseen circumstances. The duration of the warm-up period shall be determined by the length of the game delay.

~ A FIVE (5) minute warm-up shall be permitted following a game delay of up to TEN (10) minutes

~ A TEN (10) minute warm-up shall be permitted following a game delay between TEN (10) and THIRTY (30) minutes

~ A FIFTEEN (15) minute warm-up shall be permitted following a game delay between THIRTY (30) and SIXTY (60) minutes

~ A TWENTY (20) minute warm-up shall be permitted following a game delay of greater than SIXTY (60) minutes. These guidelines set forth a maximum duration for warm-ups. The Game Official, with the mutual approval of the Head Coach from each competing Teams, may designate a warm-up period shorter than the previously stated guidelines.

14.3.13 Guidelines for Resuming a Game. When resuming a Game that has been postponed, play shall continue at the exact time at which it was stopped and Referees shall utilize the appropriate restart. If the game is stopped at a dead-ball situation, it shall resume by allowing the appropriate Team to take the restart they were awarded before play was suspended (e.g., throw-in, goal kick, etc). If the game is stopped during the run of play, it shall resume with a dropped ball at the location on the field where the ball was positioned when the game was postponed. Under no circumstances shall the Referee allow the start or resumption of play to begin after 12:00 am, midnight, local time. Therefore, the guaranteed warm-up period of TWENTY (20) minutes for a delay greater than SIXTY (60) minutes must start prior to 11:40 pm local time. Furthermore, under no circumstance shall the Referee allow play to continue beyond 1:00 am local time. Therefore, under no circumstance should play be resumed if there is no chance of completing a full game prior to 1:00 am.

14.3.14 Stadium Curfews. When deciding whether to resume play, Teams must be aware of local stadium curfews imposed by respective cities which may prohibit the start or continuation of play after a certain time. Such local curfews, which determine the point at which the game **must** be completed, are listed in Exhibit A, "Game Delays, Cancellations and Stadium Curfews" and may affect the aforementioned guidelines for resuming a game.

14.3.15 Game Cancellation Prior to Game Start. Prior to a team's first regular season home game, written confirmation indicating the stadium curfew, on stadium letterhead, shall be provided to the League Office Prior to the start of a Game, only the League Designee, after consulting with the Referee and a representative of the Home and Visiting Teams, may determine whether or not a Game shall be cancelled. The League Designee shall be informed of the possibility of a cancellation by the Home Team General Manager at the earliest possible time. Given the difficulty and cost of rescheduling, every attempt shall be made to complete the game that day irrespective of the length of the delay. Postponements shall be considered only in an extreme situation such as a flooded playing field, structural damage, or serious injury/fatality as described in this Section. In the case of thunderstorms and lightning, play can generally resume after the storm has passed.

14.3.16 Game Cancellation After Game Start. Once a Game has commenced, only the Referee shall have the authority to stop play and cancel the Game, and may do so only for one of the reasons set forth in this Section. However, the Referee and Teams shall make all efforts to play and complete the Game unless otherwise directed by the League.

A. Due to inclement weather: Unless a risk to personal safety exists, the Referee shall wait a minimum of THIRTY (30) minutes (excluding halftime) and consult with the Team representatives and the League Designee before canceling the remainder of a Game. It is not necessary to wait an additional THIRTY (30) minutes if a second Game stoppage is caused by the same conditions.

B. Due to field invasion: Conditions beyond the control of the participating Teams or the Referee force suspension of the Game, such as an invasion of the field, the Referee shall suspend play and consult with the Home Team representatives, including security, and the League Designee before terminating a Game. If the adverse conditions cannot be cleared up within that period of suspension, the Referee may terminate the game after re-evaluating and discussing the situation with the Home and Visiting Team representatives as well as the League Designee. In such a situation all Players, staff, and Referees shall be escorted to the locker rooms or another pre-designated location by stadium security to ensure their protection and safety. Security shall also maintain a presence on and around the field to keep fans and spectators off of the playing field.

14.3.17 Game Cancellation Criteria. MLS Game cancellations shall occur only in the most serious circumstances. However, the personal safety of the Game participants, Game personnel and spectators shall always be of the highest priority. Other factors the Referee and League shall consider include whether or not Teams have requested the cancellation, difficulty in rescheduling the Game, television broadcast considerations, current and forecasted weather conditions, travel conditions, the current whereabouts of Teams and Officials, if not at the stadium, and the likelihood of them reaching the stadium.

14.3.18 Rescheduling a Cancelled Game. The following rules shall govern the rescheduling of a cancelled MLS Regular Season Game.

A. Games Cancelled Before Commencement of Play. Any MLS Game that is cancelled pursuant to this Section shall be rescheduled or cancelled permanently by the League at the earliest possible time.

B. Games Cancelled After Commencement of Play. If a Game is cancelled prior to the completion of the first half of play, regardless of the score, the score shall not be recorded and the Game shall be treated as if it were cancelled before it started. If a Game is cancelled subsequent to the completion of the first half of play and a Team leads in goals or the score is tied at halftime, the score and all Game statistics shall stand as final.

C. Rescheduling Considerations. The Commissioner shall have the authority to review all the facts, including fault on the part of either Team, unavoidable conditions, expense for both Teams, requests by a Team to take a particular action and the best interest of MLS and the Teams, in determining whether a Game shall be rescheduled and when, who should bear the financial burden as a result of the cancellation or rescheduling, whether the Game should be forfeited or cancelled permanently, and whether other fines should be levied. The integrity of MLS as well as the Home and Visiting Teams schedules shall be given considerable weight in the resolution of these matters. Unless the sanction or remedy is set forth specifically in any MLS rules or directives, the Commissioner shall decide what action to take, and his decision shall be final.

14.3.19 Preparedness to Play. In the event a Team: (a) does not arrive at the stadium, unless through no fault of their own, (b) is not prepared or does not commence playing a MLS Game at its scheduled kick-off time, or (c) does not complete the Game, and the Game is not played to conclusion on that day; the League may declare the Game to have been forfeited by such Team and it may not be rescheduled. In either case, further penalties may be imposed against the offending Team, including Game preparation costs and penalties against individuals pursuant to Section 13 (failure to participate) of the Game Operations Manual. In the event neither Team is prepared to commence the playing of a MLS Game at the scheduled kick-off time or does not complete such Game, and the Game is not played to a conclusion on that day, the League may reschedule the Game, or declare the Game to have been forfeited by both Teams with neither Team receiving any points for the Game, and may impose further penalties on the Teams.

Major League Soccer Game Operations Manual – Section 15 Emergency Medical and Evacuation Plans

15 EMERGENCY MEDICAL AND EVACUATION PLANS. Every Team shall establish Game Day emergency medical and evacuation procedures in conjunction with its stadium authority. Upon request, Teams shall submit copies of their emergency medical and evacuation plans, along with responses to “Guidelines for Best Stadium Security Practices” (See Exhibit A), to the League TWO (2) weeks prior to their first Home Game of each League Season. As with other stadium rules, differences may occur between stadiums on how and who shall implement these plans. Teams shall also conduct a pre-season table-top discussion whereby all Game Day Staff practice and understand such medical and evacuation emergency plans. It is also recommended that each Team stage a pre-season rehearsal to review such procedures. Multilingual capabilities shall also be addressed. Above all, necessary precautions shall be taken to ensure spectator, Team and Staff safety at all times. Medical activities and protocol shall also be in compliance with the MLS Medical Policies & Procedures Manual.

15.1 MEDICAL EMERGENCY PLAN. Medical emergencies create a need for immediate medical attention on the field, in the stands and in press/VIP areas. In addition to field injuries wherein a Player is injured during the Game, non-participant emergencies may include heart attacks, eye injuries, head or neck trauma, heat exhaustion, obstetrical (labor) emergencies, insect or bee stings, respiratory (choking) problems, fractures, allergic reactions, etc. The following are basic parameters to follow in developing Team policies. Responsibilities may vary, based upon the role stadium personnel want and are capable of assuming (see Exhibit A, “Security Guidelines”).

A. The Home Team shall designate the Assistant Field Manager as the medical response coordinator. He shall assign separate Team representatives to be responsible for the field (Players), grandstand areas (spectators), Press Box and VIP areas. These Home Team representatives must be capable of making decisions and handling difficult situations.

- B.** Establish a mode of communication by which emergency personnel can be contacted quickly. Many municipal stadiums are equipped with two-way radios that have the local EMS agency and police frequency. EMS can, in this case, be called with a push of a button or a quick change to the emergency frequency. This ability shall be documented in the plan if it is applicable.
- C.** Assign staff to report initial problems to the Assistant Field Manager, notify security and any on-site EMS agency immediately of the problem and location, and deploy a Staff member to the scene.
- D.** Once the Medical Response Team arrives and relieves the Staff member, the Staff member shall record initial information, including time, location, and who placed the injury call, before they leave the accident/injury area. This information shall be recorded on the Stadium Incident Report form, in accordance with Section 11.6.5.
- E.** If the patient is transported to the hospital, the designated Staff member shall record the time of departure, which hospital the patient was transported to, who transported the patient, and who accompanied the patient to the hospital.
- F.** Emergency equipment on site shall be listed in the plan and its location shall be detailed (including ambulance vehicles).
- G.** Teams shall also comply with the MLS Serious Incident Protocol (See Exhibit D).
- H.** Note also MLS Security Guidelines (see Exhibit A).

15.2 TEAM PHYSICIAN AND STRETCHER. In addition to the medical emergency plan, the Home Team shall have a qualified Physician, certified Athletic Trainer, stretcher, scoop stretcher and a flat spine board readily available at each Home Game. At no time shall a Player be subjected to risk or aggravation of an injury by removing him from the field. Referees shall ensure that injured Players are removed from the field as soon as safely possible. In most cases, the Referee shall initially call for the scoop stretcher to be brought onto the field. The stretcher-bearers shall consist of existing Team staff near the bench. The scoop stretcher and flat spine board shall be located at or near the Fourth Official's table (Please refer to Exhibit B, "Injured Player Removal Policy"). Additionally, an ambulance and crew shall be available on site. If the ambulance and crew have to leave the stadium for any reason, best efforts shall be made to have a replacement ambulance and crew available. The Team Physician shall remain at the stadium past the conclusion of the Game. It is each Team's responsibility to advise the Team Physician if she is needed in the locker room after the Game. The Team Physician shall check with each locker room, and give each Team Athletic Trainer sufficient time to assess the injury situation before departing the stadium.

15.2.1 Appropriate Responding Physician. The Team Physician or qualified designee shall be in attendance at all Home Games; however, he shall not be the appropriate respondent for spectator, press, VIP, or other Staff members' injuries or emergencies. Emergency medical plans shall factor this into their procedures. As Teams may not own their stadiums, it is imperative security, stadium management, and the Team discusses and coordinates these procedures prior to the Opening Game.

15.2.2 Ambulance and EMT Crew. The Home Team shall have at least ONE (1) ambulance and one EMT Crew at each Home Game. Furthermore, at least ONE (1) ambulance and one EMT Crew shall be dedicated to the players and the field of play at all times.

15.3 EVACUATION PLAN. In the event a stadium or parts thereof, shall be evacuated due to natural causes (i.e. earthquakes, floods), bomb or terrorist's threats, fire and smoke, etc., each Team shall develop and implement, in conjunction with their stadium, an emergency evacuation plan. This plan shall cover how to safely and quickly remove all spectators, Teams, and Staff from the damaged area or venue itself; establish what equipment needs to be on hand; and include a notification system for law enforcement agencies, fire, or other emergency response departments. Preemptive measures shall include Day of Game stadium inspections and advising security of their duties and expectations, particularly concerning fights and alcohol abuse, etc. Many municipal and established stadiums shall already have policies in place. Teams may incorporate these into their existing stadium plans.

15.3.1 Evacuation Rehearsals. Team and stadium representatives, local law enforcement officials, emergency medical personnel, etc. shall meet to review emergency/evacuation procedures. At a minimum, emergency & evacuation procedures shall be thoroughly reviewed at the table-top level prior to the start of the League season. Upon request, a list of attendees along with meeting notes shall be submitted to the League Office. Teams shall

participate in, and coordinate, if necessary, stadium emergency/ evacuation rehearsals with appropriate game day staff (e.g. Teams staff, stadium staff, ushers, security, etc.). For Teams playing in a multi-purpose venue, rehearsals can be coordinated with other tenants, such as NFL Teams.

15.3.2 Severe Weather. See Section 14.3 for further information on procedures for thunderstorms or other severe weather conditions.

15.3.3 Serious Incident Protocol. In addition to a medical emergency and evacuation plan, the League's Serious Incident Protocol shall be followed.



GAME DAY TIMELINE

(Sample)

Kick-Off Times:

Telefutura = 05:00

Fox Soccer Channel, HDNet, Regional = 06:30

ABC, ESPN (2-hour telecasts) = 08:30

ABC, ESPN (2.5-hour telecasts) = top or bottom of 30-min pre-game show

*Assume 7pm Announced Start and 7:06:30 kick-off for this sample-timing sheet.

<u>TIME:</u>	<u>ACTIVITY:</u>
3:00	-All Game Day staff have arrived and checked in with Supervisor
3:30	-Staff meeting completed and radios distributed
4:00	-Parking lots open and traffic detail in position
5:00	-Stadium Check, Credential Area Sweep, Stadium Security Sweep -Press Box open to Media -Team and Game Officials Locker Room set-up complete -Field set-up complete
5:15	-Referees arrive at stadium -Unofficial rosters made available to TV (Public Relations function) -Visiting Team Complimentary tickets delivered to Will Call -Pre-Game on-field rehearsals complete (National Anthem, Color Guard, etc.)
5:30	-Gates Open to Spectators -Referee, Field, and Equipment check -Teams arrive at stadium -Stadium Clock display (real time)
5:35	-Referee Visit to the Team Locker Rooms (optional)

6:00 -Roster Exchange and delivery (collected by the Home Team representative with the Fourth Official present)
-Referee meeting with Red Hat (coordinate signals)
-4th Officials' meeting with the ball kids
-Field cleared of all Non-Game Personnel
-Locker Room closed to Media

6:20 -Ball kids in position
-Bench area set-up complete (sponsor product in place)

6:25 -Team Warm-Ups Begin (25 min. minimum)
-Clock Begins countdown, 25:00-0:00

6:45 -Official Game Roster re-check (due to injury or illness)...Report any changes immediately to appropriate parties

6:50 -Team Warm-Ups End, Field Cleared (approximate time)

6:53 -FIVE (5) minute warning for teams to exit the locker rooms

6:55 -Official Game Roster frozen
-THREE (3) minute warning for teams to exit the locker rooms

6:57 -Officials Exit Locker Room
-ONE (1) minute warning for teams to exit the locker rooms

6:58 -Teams Exit Locker Room

7:00 -TV Broadcast begins
-Teams/Officials Staged and Ready
-Coaches/Reserves report to Team benches (walk behind field boards)

7:01 -Teams/Officials Enter Field (FIFA Style to MLS Anthem)

7:02 -U.S. National Anthem

7:04 -Handshake/Photos
-Introduce Visiting Team Starters
-Red Hat is positioned FIVE (5) yards on the field

7:04:30 -TWO (2) Minute Warning to Referee to Red Hat

7:05:00 -Official coin toss
-Introduce Home Team Starters

7:05:30 -ONE (1) minute warning to Referee from Red Hat

- 7:06:30** -**KICK-OFF on Red Hat's signal** (estimated 47 minutes for 1st half, clock counts up from 00:00 to 45:00)
- 7:54 -Fourth Official indicates "added time" w/sub board
- 7:55 -**END OF FIRST HALF** (15 minute half-time)
-Clock immediately set to 14:00 and counts down to 00:00
- 7:56 -Begin scheduled half-time activity
- 8:02 -**FIVE** (5) minute warning to exit the locker rooms
- 8:04 -**THREE** (3) minute warning to exit the locker rooms
- 8:06 -**ONE** (1) minute warning to exit the locker rooms
- 8:07 -Starting Teams exit locker rooms and take on-field positions
-Coaches/Reserves report to Team benches (walk behind field boards)
- 8:09 -**ONE** (1) minute warning to Referee from Red Hat
- 8:10 -**SECOND HALF BEGINS** on Red Hat's signal (estimated 48 minutes for 2nd half, clock counts up from 45:00 to 90:00)
- 8:55 -Fourth Official indicates "added time" w/sub board
- 8:58 -**GAME ENDS** (approximate time)
- 9:00 -Post Game interview room opens to media
-Stadium lights to remain on for post-game interviews
-Referee Pool Reporter allowed to interview Referee
- 9:08 -Post-game warm-downs completed and field cleared
-Locker rooms open for media (10 minutes after the end of the Game) on Home Team Media Director's command

PRE-GAME TIMELINE

ACTIVITY	TIMELINE
General Gates Open	TEAM DECISION
Teams Arrive	90:00
Official Line-ups Exchange	60:00
Warm-ups Begin*	33:00
Warm-ups End	8:00
National Anthem (#2, if applicable)	4:00
Officials Exit Locker Room	3:00
National Anthem (#1)	2:00
Teams Exit Locker Room	2:00
Teams/Officials Staged and Ready	0:00
Team Branded Video/Music	0:00
Teams/Officials Enter Field (FIFA Style)	-1:00
Introduce Visiting Starters	-2:00
Introduce Home Team Starters	-3:00
Handshake/Photos	-4:00
Coin Toss	-5:00
Kick-Off	-6:30

STADIUM CLOCK GUIDELINES

ACTIVITY	CLOCK DISPLAY
Gates Open until the start of Team Warm-Ups	Real Time
Team Warm-Ups	25:00 - 0:00
End of Team Warm-Ups until Kick-Off	Real Time (or Set Clock at 0:00)
First Half	0:00 - 45:00
Halftime	14:00 - 0:00
Second Half	45:00 - 90:00



Injured Player Removal Policy

Guidelines for the Referee

Because game officials continue to be in complete charge of game timing, as is common in international competitions, referees will not “stop the clock” for time lost through situations described in Law 7 of the FIFA Laws of the Game (substitution, assessment and removal from the field of injured players, wasting time, or other causes). Instead, the time lost will be managed on the field by the referee who has complete discretion regarding the exact amount of time to be recovered. The intent of Law 7 is to recover time lost due to excessive delays for injuries, substitutions, goal celebrations, and so forth.

Serious injuries, however, are likely to be the most common sort of situation for which the referee is called upon to “add time” at the end of a period of play. The time to be recovered includes the original assessment of the injury and, where necessary, the removal of the injured player from the field by medical personnel.

It is absolutely imperative that athletic trainers and other team staff cooperate with referees in the application of the following FIFA guidelines:

- a. If a player is seriously injured, the referee shall stop play. In cases of head collisions, the referee is to stop play immediately.
- b. After assessing the condition of the injured player, the referee shall authorize one, or, at the most, two medical staff to enter the field to ascertain the type of injury and to arrange the players safe and swift transport off the field (**BUT NOT TO TREAT THE INJURY ON THE FIELD**).
- c. Any player suffering from an open wound is compelled to leave the field to have the wound treated.
- d. To remove the player as quickly as possible, stretcher-bearers shall enter the field with a stretcher immediately upon being beckoned by the referee.
- e. If the referee has determined that the player must leave the field due to injury, whether or not medical personnel has been beckoned to assist the player, the injured player is required to leave the field, either on foot or on the stretcher. If the player refuses to comply, the referee shall caution him for hindering the restart of play.
- f. If a player has received permission from the referee to leave the field during play for treatment of an injury that is serious, that player must have the referee's permission to re-enter the field. If the ball is in play, such a player may only re-enter the field across either of the touchlines. When the ball is out of play, the player may re-enter across any of the boundary lines. Only the referee is authorized to allow an injured player to re-enter the field whether the ball is in play or not.
- g. If a player is bleeding, he must leave the field immediately to have the bleeding stopped and his skin and uniform cleaned as thoroughly as possible (or replace his uniform with a clean one). When the player is ready to return to the game, the referee will inspect the injured area and the uniform for blood or delegate this task to the fourth official. Once a bleeding player is ready to return to the game, he may do so with the referee's permission at any point during play (as opposed to only at a stoppage in play).
- h. If play has been stopped solely for a serious injury with no other breach of the Laws of the Game, the referee shall restart play with a dropped ball.
- i. The referee shall add on time lost on account of injury (with or without medical attention on the field) in full at the end of the half (or overtime period) in question.
- j. If referees feel that the player who has been injured is feigning the injury and returns to play immediately, the referee has the right to caution that player for unsporting behavior.

Regardless, nothing shall be done that would potentially cause further or permanent injury to a player. In the case of on-field injuries, it is incumbent upon the referee and medical personnel to communicate with each other, and to use their best professional judgment in complying with MLS guidelines.

Under no circumstances shall a player be removed if there is an injury to the head, neck, or back until it can be accomplished without risk of further injury or permanent injury to the player. Similar restraint shall be shown for injuries that are deemed to be potentially limb threatening; however, for the majority of less serious injuries, the athletic trainer will oversee the removal of the player from the field. The athletic trainer and the referee shall work together to ensure the safety and well being of the player while trying to return him to play as soon as possible.

Guidelines for the Athletic Trainer

Adhering to these guidelines, the athletic trainer shall utilize the following Universal Athletic Trainer Hand Signals to facilitate the care of an injured player.

1. Ambulance: Athletic trainer raises hand over head, extends index finger and rotates finger mimicking the lights of an ambulance siren.
2. Physician: With index finger of either hand, athletic trainer points to the corner of his/her ipsilateral eye.
3. Splints: With hands in clenched fists, athletic trainer strikes thumb side of hands together.
4. Spine Board: With hands together, palms open and pronated, athletic trainer moves hands apart as if describing a flat surface.
5. Stretcher: Universal signal employed by all FIFA officials when signaling for a stretcher.



PROCEDURES FOR PUTTING A NEW BALL INTO PLAY: BALL KIDS IN MLS GAMES

1. The Home Team shall provide the Referee with at least EIGHT (8) MLS Game balls no later than ONE (1) hour prior to scheduled kickoff. At least TWO (2) of these Game balls shall be new. In certain stadiums, there is no sideline room for ball kids, therefore SIX (6) Game balls are sufficient in that stadium.

The EIGHT (8) Game balls shall be distributed as follows:

1 - Referee 1 - Fourth Official 1 - Each (six) ball kid

The Referee shall inspect the balls and may request that others be supplied if the balls provided do not meet FIFA standards. If a ball becomes unusable during the game, the Home Team shall supply another ball that is acceptable to the Fourth Official.

2. The Home Team shall provide EIGHT (8) ball kids, appropriately uniformed and ready to help keep the game flowing.

a). The ball kids shall be at least TWELVE (12) years old and knowledgeable of the game of soccer.

b). The ball kids shall report in proper uniform to the Ball Person Supervisor at least FORTY-FIVE (45) minutes prior to scheduled kickoff. The Ball Person Supervisor shall be responsible for their training and proper performance.

3. The ball kids shall be stationed along the sideline and behind the field boards, with ONE (1) ball person in each half of the field on each sideline behind the field boards. ONE (1) other ball kid shall be stationed in the area behind each goal, behind the field boards. (At no time are the ball kids to enter the field of play without the permission of the Referee.)

4. When the ball goes out of play beyond the sideline or over the goal line, the nearest ball kid shall ensure that the Player putting the ball back into play has a ball for the restart as quickly as possible. The new ball shall be given to the Player prior to retrieving the ball out of play. The ball should be handed to the Player and not thrown over a great distance.

5. Ball kids shall concentrate solely on their task of keeping a ball ready for play. They shall not talk to Players, Coaches, Spectators, or other ball kids at any time, and shall watch for signals from the Referee, to whom they are responsible throughout the Game. Care must be taken that the ball is given to the appropriate team, as signaled by the Referee.

6. Care must be taken when the Game ball is kicked into the stands that spectators do not kick or throw the ball onto the playing field after the ball kid has already given a replacement ball to the appropriate Player. Instructions in this regard should be made part of the pre-game announcement concerning spectator behavior, and ball kids need to make themselves available to receive a ball thrown from the stands. The Referee shall communicate with ball kids on whether to wait or return a ball into play.

In certain MLS stadiums there is no room for a ball kid to stand between the field boards and the stadium wall. Balls knocked over the wall into stands are a particular problem. The Referee shall assess the situation as to whether the ball may be returned quickly prior to giving the signal to a ball kid to provide a ball to a waiting player. This will help prevent situations where a ball is thrown into the field after the Game has already been restarted.

7. Different field configurations may dictate somewhat different techniques for returning a ball to play. However, under no circumstance shall a ball kid exhibit favoritism toward either Team in the method or speed in which a ball is returned to play.

8. The Ball Person Supervisor shall be on the adjacent field area and monitor performance throughout the Game. If necessary, he or she shall communicate with the Fourth Official to resolve any confusion or other problems.



REFEREE LIAISON

The Referee's Liaison shall assist the Officials with pre-Game, halftime, and post-Game requests and needs.

During the game he shall remain at the entry of the field to assist with Game Officials' security. At the conclusion of the Game, the Referee Liaison shall assist the Referee in obtaining the Game videotape from the Home Team's Director of Operations before leaving the stadium.

Duties of the Referees' Liaison shall include:

- Contact officials at least three days prior to game with regard to transportation needs; airport, hotel, stadium, hotel, airport.
- Ensure that officials have transportation from their hotel to the stadium and back to their hotel on game day.
- Ensure that officials and In-Stadium Observer have access to stadium parking lot and a have secure parking area.
- Isolate officials and their vehicles from the coaches, players, and spectators from the time of their arrival until their departure from the stadium.
- Arrange for 2 complimentary tickets per member of the Referee Crew, 2 complimentary tickets and a credential providing access to the referee locker room for the In Stadium Observer upon request.
- Be sure field markings, nets, flags, benches, and 4th Officials table are properly marked and in place prior to the arrival of the Referee Crew.
- Coordinate the procedure with the Home and Visiting team liaisons for escorting ejected players from the field to locker room.
- No one is to have access to referees without their consent. Ensure that referee locker room security and field access and egress is up to MLS standards.
- Acquire one complete player uniform (shirt, shorts, and socks) and goalkeeper uniform from each team for referee inspection.
- Provide numbered game balls, air pump and gauge.
- Arrange a meeting for referee with all ball kids at an appropriate time to coordinate role of ball kids during the game.
- Assist 4th Official in back up record keeping, i.e. time of goals, cautions, red cards, substitutions, & injuries.
- Coordinate with the Director of Media Relations the identity of the "pool reporter" and all issues pertaining to the role of the "pool reporter."
- Coordinate with "pool reporter" access to locker room 15 minutes after the game and provided for maintenance of reasonable time and privacy for referee crew to discuss answers to "pool reporter" questions.
- Insure that videotape of game is delivered to referee prior to leaving the stadium.
- Coordinate that each team has the following:
 1. Four substitution cards each, properly marked with Home, Away, and date of game
 2. Blank Roster / 3. Pre-Game Positioning Diagram / 4. Time line / 5. Official Line Up

- Provide referee with:
 1. Blank Referee Game Report / 2. Incident Report / 3. Halftime Yellow Card Report
 4. Timeline / 5. Expense Reports / 6. Pre-Game Positioning Diagram
- Referee locker room should have:
 1. Towels - 8
 2. Soap - 4
 3. Shampoo - 4
 4. Cups
 5. Coffee
 6. Tea
 7. Water
 8. Sugar
 9. Creamer
 10. Fruit
 11. Hot water for showers



REFEREE TRAVEL POLICIES

AIRLINE

1. Referees should call ATP Events Experts (formally New Haven Travel) at 1-(800)-243-1806 to arrange their airline travel. The toll-free number for ATP Event Experts when calling within Canada is (866)-360-2874. Airline travel shall be booked as soon as a game assignment is made to ensure space availability and the best fare. MLS may use airline vouchers in some instances to obtain cost economies.
2. Referees shall arrive in the venue city the day before the game.
3. Referee airline tickets shall be charged to the League.
4. ATP Events Experts shall email the itinerary to the League Office. This itinerary shall include the airfare. The Referee Itinerary will be incorporated with the Game Notice and be provided to the home team at least FIVE (5) days prior to the game.
5. The weekend emergency contact for New Haven Travel is Ingrid Saldibar 1-800-499-GOAL (or 4625) (cell).

HOTEL

Referees shall stay at hotels separate from the visiting team. Generally, these hotels are located near the airport and have an airport shuttle. ATP Events Experts shall make the Referee hotel reservation at the time of the airfare booking and notify the Referee of the hotel reservation confirmation number. These hotel rooms shall be guaranteed by a League credit card, but Referees shall pay for the room, tax and incidentals with a personal credit card and submit their receipt with the Referee Expense Report. Referees who are not utilizing the League hotel, they must notify ATP Events Experts and arrange for cancellation. Those who do not cancel will be responsible for the cost of the room charge.

GROUND TRANSPORTATION

1. In most cases, Referee hotels will provide shuttle transportation between the airport and the hotel. If the hotel or home team does not provide this service, the Referee shall use a cab or bus and submit the receipt for reimbursement.

2. On game day, the Referee Liaison shall meet the Referee at the hotel and transport him to and from the stadium.
3. Because most Referee hotels have an airport shuttle, there should be few requirements to rent a car. If a Referee needs to do so in an emergency situation, he shall contact Paul Tamberino at 917-226-6479.

OTHER

1. US Officials shall submit expense reimbursements to the US Soccer within 30 days of being incurred.
2. Canadian Officials shall submit expense reimbursements to Mr. Jules Alie jalie@soccercan.ca.



REFEREE POOL REPORTER FORM

Team Name: _____ PR Director: _____

Primary Reporter's Name and Affiliation:

Alternate (1) Reporter's Name and Affiliation:

Alternate (2) Reporter's Name and Affiliation:

Pool Reporter: The MLS pool reporter shall be a member of the **working media** who is designated prior to the season to ask the Referee(s) questions following the game. Three pool reporters (a primary and two alternates) will be designated by each team PR department and their names will be provided to MLS Officiating Services, utilizing the Referee Pool Reporter Form, **TWO (2) weeks prior to the start of the season**. In order to provide an objective viewpoint, this person **must not** be affiliated with any MLS Team. The pool reporter must be identified and his/her identity shall be posted in the official's locker room THIRTY (30) minutes prior to kick-off. It is recommended that these journalists be selected among those who attend every home game but does not generally file on deadline.

It is the job of the pool reporter to notify the Home Team Media Relations Director that the media have questions for the Referee(s). The Home Team Media Relations Director must be notified by the pool reporter within ONE (1) minute after the Game has been completed if there will be questions for the Referee(s).

The Home Team media relations staff must assist the designated pool reporter with asking the Referee(s) questions (if requested by the media). Immediately after the game has ended, a member of the Home Team media relations staff shall escort the pool reporter to the Game Officials' locker room, where the reporter will ask the Referee a maximum of THREE (3) questions. The Referee will then be allotted FIVE (5) minutes per question to review without the pool reporter present. After the FIVE (5) minute period has elapsed, the pool reporter will be allowed to re-enter the Game Officials' locker room to receive the answers to the questions. After the first set of questions has been answered, the pool reporter may request one follow-up question. The Referee will once again be allowed FIVE (5) minutes to review the question (if the allotted time is needed) before the pool reporter is allowed into the Game Officials locker room to receive the answer to the follow-up question.



REFEREE GAME REPORT



Major League Soccer
420 5th Avenue, 7th Floor, New York, NY 10015

Game No. _____ Game Date _____

Home Team _____ Score () Vs. _____ Score ()

Venue _____ Overtime Yes No

Time of Start _____ Game End Time: _____

Time of 2nd Half Start _____ If Late, Why? _____

TO BE COMPLETED BY THE REFEREE AND FAXED BY THE HOME TEAM IMMEDIATELY FOLLOWING THE GAME TO:
MLS OFFICE, 212/450-1349 USSF OFFICE, 312/898-9572 J. MACHNIK, 843/886-6699

CAUTIONS

Name	No.	Team	Minute	Reason/Explanation

Please describe cautionable offenses in the following manner: Unsporting Behavior (UB)-Explanation necessary; Dissent (DT); Persistent Infringement (PI)-Explanation necessary; Delay Restart (DR)-Explanation necessary; Fails to Respect Distance (FRD) -Explanation necessary; Enters or Re-enters (E); Deliberately Leaves (L).

SEND-OFFS/DISMISSALS

Name	No.	Team	Minute	Reason/Explanation

Describe send-off offenses in the following manner: Serious Foul Play (SFP); Violent Conduct (VC); Spits at Opponents/Persons (S); Denied Goal by Hand (DGH); Denies Goal Opportunity by Hand (DGF); Abusive Language (AL); Second Caution (2CT).

THE FOLLOWING SERIOUS INCIDENT(S) OCCURRED:

Use Competition Incident Report form when necessary.

Referee Name _____ (Initials) SAR _____ JAR _____ 4th
White – Home Team Yellow – Visiting Team Pink – Referee



COMPETITION INCIDENT REPORT

Game No. _____ (Home Team) vs. (Visiting Team) _____

Date of Game _____ Stadium _____

Time of Incident _____ 1st Half 2nd Half Other _____

Name of Person Submitting Report _____

Signature _____ Date Submitted _____

DESCRIPTION OF INCIDENT

ACTION REQUESTED

MLS RESPONSE

NOTE: This form is to be used by Teams or Game Officials whether or not submitting videotape for League review of incidents which occur during normal course of play, or at half-time or full-time, which may or may not have been dealt with by the Game Officials, but which may need further review.

Please fax to MLS Operations, 212/450-1349, Joseph Machnik, 843/886-0609
& USSF 312/808-9572.



REFEREE EXPENSE REPORT

Game # _____ Date of Game _____
 Name of Referee _____ Site _____
 Address _____ Team _____ Team _____
 _____ (home) _____ (away)
 Referee Assistant Ref 2
 Assistant Ref 1 Fourth Official
 Phone _____
 Social Security # (required) _____

TRAVEL EXPENSES

Mileage _____ x \$.505 + _____ = \$ _____ <small>(number of miles) (tolls - include receipt)</small>	USSF Office Use Only
Airport Parking (include receipt) _____ = \$ _____	
Local Transportation (include receipt) _____ = \$ _____	
Please Total Auto Expenses on This Line > _____ = \$ _____	6260-615-00
Air (include receipt) _____ = \$ _____	6474-615-00
Hotel (include receipt) _____ = \$ _____	6470-615-00

PER DIEM

****Only officials domiciled 100 miles or more from the stadium are eligible for per diem expenses****

Date and Time of Departure _____	USSF Office Use Only
Date and Time of Return _____	
Total Number of Hours Worked _____ See Key Below** = \$ _____	6471-615-00
Miscellaneous _____ = \$ _____ <small>(specify)</small>	
Total _____ = \$ _____	
_____ (referee's signature)	(date submitted)
	(off's signature)

Please Note: Legible copies of all receipts are required for reimbursement and must be included with this form. Failure to properly complete this report (including the submission of legible receipts) may result in the delay of payment and/or some expenses not being reimbursed. This form must be completed in full and either mailed, scanned or emailed within 30 days of the game. Mail to U.S.Soccer, Finance Dept. (MLS), 1901 S. Prairie Ave., Chicago, IL 60616. E-mail to mathys@ussoccer.org. Fax to Rick Mathys at 312-808-9683
 ** Increment Per Diem Hours: 0-6 hrs = \$11.00, 7-12 hrs. = \$22.00, 13-18 hrs. = \$33.00, 19-24 hrs. = \$47.00

Finance Dept. Use Only:		
Date Rec'd: _____	Approvals: _____	Posting Acct. _____

Comment [TP1]: Traci Simmons at simmons@ussoccer.org



REFEREE EXPENSE REPORT - CSA Officials Assigned to MLS Games

Game # _____ Date of Game _____
 Name of Referee _____ Site _____
 Address _____ Team _____ Team _____
 _____ (home) _____ (away)
 Phone _____ Referee Assistant Ref 2
 Social Security # (required) _____ Assistant Ref 1 Fourth Official

TRAVEL EXPENSES

Please convert all Canadian Dollar Amounts to US Dollars by using the exchange rate from the date of the game listed at: <http://www.xe.com/ucc>

Mileage _____ x \$.505 + _____ = US\$ _____ (number of miles) (tolls - include receipt)	MLS Office Use Only
Airport Parking (include receipt) _____ = US\$ _____	
Local Transportation (include receipt) _____ = US\$ _____	
Please Total Auto Expenses on This Line > _____ = US\$ _____	MLS Canada
Air (include receipt) _____ = US\$ _____	MLS Canada
Hotel (include receipt) _____ = US\$ _____	MLS Canada

PER DIEM

****Only officials domiciled 100 miles or more from the stadium are eligible for per diem expenses****

Date and Time of Departure _____	MLS Office Use Only
Date and Time of Return _____	
Total Number of Hours Worked _____ See Key Below** = US\$ _____	MLS Canada
Miscellaneous _____ = US\$ _____ (specify)	
Total _____ = US\$ _____	
_____ (referee's signature)	(date submitted)
	(auth. signature)

Please Note: Legible copies of all receipts are required for reimbursement and must be included with this form. Failure to properly complete this report (including the submission of legible receipts) may result in the delay of payment and/or some expenses not being reimbursed. This form must be completed in full and either mailed, scanned or emailed within 30 days of the game. Scan and E-mail to jhiffault@mlsnet.com.
 Mail to: Major League Soccer Referee Expense Report, 420 5th Avenue, 7th Floor, New York, NY 10018. Fax to 212-450-1349
 ** Increment Per Diem Hours: 0-6 hrs = \$11.00; 7-12 hrs. = \$22.00, 13-18 hrs. = \$33.00, 19-24 hrs. = \$47.00 **

Finance Dept. Use Only:			
Date Rec'd: _____	Approvals: _____	Posting A cct. _____	Tax ID: _____

Comment [TP2]: to Mr. Jules Alie
jalie@soccercan.ca



OFFICIAL GAME NOTICE

GAME # 24

VS.

DATE: Saturday, April 2nd, 2011

TIME: 7:30 PM (Local), 7:30 PM (EST)

KICK TIME: 7:36:30 PM (Local)

SITE: Red Bull Arena

TV:

NEW YORK RED BULLS



White

Black



Red



White

OFFICIALS



Yellow



Black



Black

HOUSTON DYNAMO



Orange

Blue



White



Orange

Blue

Blue

GAME OFFICIALS:

Referee:

AR1 (bench side):

AR2 (far side):

Fourth Official:

Ricardo Salazar

Peter Manikowski

Claudio Badesa

Armando Villarreal



2011 Stadium Field Specifications

Team	Stadium	Dimensions	Grass Type	Maximum Length
Chicago Fire	TOYOTA Park	120 x 75	Kentucky Bluegrass	1 1/4"
Chivas USA	Home Depot Center	120 x 75	Bermuda Hybrid	3/4"
Colorado Rapids	Dick's Sporting Goods Park	120 x 75	Kentucky Bluegrass Overseeded with Rye	1 1/4"
Columbus Crew	Columbus Crew Stadium	113 x 75	Kentucky Bluegrass Overseeded with Rye	1 1/8"
D.C. United	RFK Stadium	110 x 75	Riviera Bermuda Base Overseed Rye	3/4"
FC Dallas	Pizza Hut Park	117 x 74	Tifway 419 over seeded with an Annual Ryegrass	5/8"
Houston Dynamo	Robertson Stadium	115 x 69	Bermuda	7/8"
Los Angeles Galaxy	Home Depot Center	120 x 75	Bermuda Hybrid	3/4"
New York Red Bulls	Giants Stadium	113 x 71	Fieldturf duraspine monofilament turf system	2.5" high w/ sand & rubber infill 1.75" - 2" of the 2.5"
New England Revolution	Gillette Stadium	106 x 75	Fieldturf FIFA 2 star approved duraspine mono filament turf system	--
Philadelphia Union	PPL Park	120 x 75	Bermuda/Rye	-
Portland Timbers	PGE Park	110x70	Fieldturf FIFA 2 star approved duraspine mono filament turf system	
Real Salt Lake	Rio Tinto Stadium	120 x 75	Kentucky Blue Grass	3/4
San Jose Earthquakes	Buck Shaw Stadium	110 x 72	Bermuda Grass with rye overseed	3/4"
	McAfee Coliseum	110 x 72	Hybrid Bermuda with rye overseed	1"
Seattle Sounders FC	Qwest Field	116 x 74	FieldTurf Dura-Spine	2.5" high w/ sand & rubber infill 1 7/8"
Sporting Kansas City	Sporting Kansas City Stadium	120 x 75	Kentucky Bluegrass	3/4"
Toronto FC	BMO Field	115 X 74	Kentucky Blue overseeded with Annual Rye	1"
Vancouver Whitecaps FC	Empire Field	115 X 72	Fieldturf FIFA 2 star approved	2.5" w/ rubber in fill
	BC Place	115 X 75	Fieldturf FIFA 2 star approved	TBD

League

Minimum:

Playing Surface: 110 x 70*
Grass Length:
1/2"

League Maximum:

Playing Surface: 120 x 80*
Grass Length: 1 1/4"

*(unless otherwise approved)



2011 MLS Referee Handbook

C. Guidelines for Officials



2011 MLS Referee Compensation Package

The below fees reflect those referees who belong to the Professional Referees Association (PSRA)

Major League Soccer (MLS) (2011)

REGULAR SEASON		
# Games	Fees	
76+	Ref	\$1100
	AR	\$660
	4th	\$385
41-75	Ref	\$1000
	AR	\$600
	4th	\$350
21-40	Ref	\$900
	AR	\$540
	4th	\$315
0-20	Ref	\$700
	AR	\$420
	4th	\$245

PLAY-OFFS		
Round	Fees	
Qtrs	Ref	\$2000
	AR	\$1200
	4th	\$700
Semi	Ref	\$2800
	AR	\$1680
	4th	\$980
MLS Cup	Ref	\$3500
	AR	\$2100
	4th	\$1225

SCRIMMAGES & EXHIBITIONS		
Level	Fees	
Scrimmage	Ref	\$225
	AR	\$125
	4th	\$75
Exhibition	Ref	\$300
	AR	\$200
	4th	\$125

A Scrimmage is defined as a non-gate match played after the start of the league regular season play.

An Exhibition is defined as gate match played after the start of the league regular season play.

PRE-SEASON
All officials will be reimbursed at a per diem rate of \$200 per travel day

A pre-season match is defined as any match occurring before the start of the regular season.

Per Diem*: **\$65 per day**

*Per diem does not apply to pre-season matches

Expenses Reimbursed: **Airport Parking, Mileage (@ \$0.50 per mile), Hotel, Tolls, Airfare, 1 Piece of Baggage**, Rental Car*****

** New for 2010

*** Notify MLS in advance of rental car

Games Between USL and College (University) Teams

College teams do not retain officials for games involving MLS, USL and College teams. For all such games, US Soccer officials shall be assigned through US Soccer protocol.

If the game with a college team is a paid gate (admission charged), US Soccer will not assign the referees. The team hosting will need to make arrangements for referees in this case.



MLS Stadium Directions

Chivas USA/Los Angeles Galaxy Home Depot Center; Carson, CA

From areas near the center of Los Angeles:

The most direct route is the Harbor / Pasadena Freeway {#110} which can be accessed from the Hollywood Freeway {#101}, Golden State Freeway {#5} and is most convenient for travel from Pasadena, Hollywood, Burbank and other similarly located areas. Take the #110 South and exit on the Gardena Freeway {#91} EAST. Exit at the Main Street Exit and turn left on Main Street to Victoria Street. Turn left on Victoria Street – HDNTC is located at the corner of Victoria Street & Avalon Blvd.

From LAX and Westside Communities such as Venice, Santa Monica, West LA, and others:

Take the San Diego Freeway {#405} South and exit at Gardena Freeway {#91} East and proceed as above.

From Long Beach and the South:

Take the San Diego Freeway North to Avalon Blvd and turn right {North} on Avalon Blvd. Proceed North on Avalon to the Stadium on your right at Victoria Street.

Chicago Fire Toyota Park; Bridgeview, IL

From Chicago:

Use I-55 South and exit to Harlem Avenue. Turn left at Harlem Avenue, and continue south 2.5 miles to the stadium entrance.

From North:

Take I-294 East to I-55 North and exit to LaGrange Road south. Merge left onto Archer Avenue, continue east on Archer Avenue 2.5 miles, and turn right onto Roberts Road. Follow Roberts Road south to 71st Street, turn left, and proceed east to the stadium.

From West:

Take I-55 North and exit to LaGrange Road south. Merge left onto Archer Avenue, continue east on Archer Avenue 2.5 miles, and turn right onto Roberts Road. Follow Roberts Road south to 71st Street, turn left, and proceed east to the stadium.

From Southeast:

Use 79th, 87th or 95th Street. to access Harlem Avenue. Turn right onto Harlem Avenue. Continue north on Harlem Avenue to parking lot entrances at 70th and Harlem.

From South:

Use I-294 West and exit to 95th Street. Turn left at 95th Street, continue west to Roberts Road, and turn right. Follow Roberts Road north 3 miles to 71st Street and turn right. Proceed east on 71st Street to the stadium.

From Southwest Suburbs:

Use LaGrange Rd. or Harlem Ave. to 95th Street From Harlem go west to Roberts Rd. and turn right. Follow Roberts Road north 3 miles to 71st Street and turn right. Proceed east on 71st Street to the stadium.

From 95th St. and LaGrange Rd. go east to Roberts Rd. and turn left. Follow Roberts Road north 3 miles to 71st Street and turn right. Proceed east on 71st Street to the stadium.

Colorado Rapids
Dick's Sporting Good Park; Commerce City, CO

From the East or West on Interstate 70:

Option #1: If you are traveling either East or West on Interstate 70, exit North onto Quebec Street (the intersection of Quebec Street and Interstate 70 is about 8 minutes east of the intersection of Interstate 70 and Interstate 25.) Proceed north on Quebec Street for about 1 mile. Turn east (right) onto 56th Avenue, and then left on Valentia into the entrance to the complex.

Option #2: If you are traveling East or West on Interstate 70, exit North onto Colorado State Highway 2. Proceed North on Colorado State Highway 2. Turn East (right) onto 60th Avenue and take 60th Avenue all the way into the stadium.

From the North on Colorado State Highway 2:

Go south on Colorado State Highway 2 and turn south onto Quebec Street. Proceed South on Quebec Street. Turn East (left) onto Prairie Parkway and follow Prairie Parkway all the way into the stadium.

From Denver International Airport (DIA):

Exit DIA on Pena Boulevard toward Interstate 70. Before you reach Interstate 70 you will exit West onto E. 56th Street. Travel on this road for about 10 minutes and you will turn North (right) onto Valentia Street. Take Valentia Street all the way into the stadium.

From the North on Colorado E-470

If traveling South on Colorado E-470, exit West onto Interstate 76. Proceed West on Interstate 76 and exit South onto Colorado State Highway 2. Go south on Colorado State Highway 2 and turn south onto Quebec Street. Proceed South on Quebec Street. Turn East or left onto Prairie Parkway and follow Prairie Parkway all the way into the stadium.

From the South on Colorado E-470

If traveling North on Colorado E-470, you have two choices:

Follow Directions from East on Interstate 70 written above.

Continue North on Colorado E-470 and pass over Interstate 70. Turn West or left onto 56th Street. Travel on this road for about 15 minutes and you will turn North (right) onto Valentia Street. Take Valentia Street all the way into the stadium.

Columbus Crew
Columbus Crew Stadium; Columbus, OH

From the North:

Make your way to I-71 South (for those coming from outside Columbus, I-71 South runs between Cleveland and Columbus) Take I-71 South towards downtown Columbus, past the north Outerbelt Exit I-71 South at the 17th Ave exit (just after the Hudson St. exit, and before the 11th Ave exit) Turn right at the end of the ramp onto 17th Ave

From the East:

Make your way to I-70 West (for those coming from outside Columbus, I-70 West runs between Pittsburgh and Columbus) Take I-70 West towards downtown Columbus, past the Outerbelt. Stay in the right lanes and look for signs for I-71 North Take the I-71 North exit at downtown Columbus, and stay on I-71 North until you get to the 17th Ave exit (just after the 11th Ave exit, and before the Hudson St exit) Turn left at the end of the ramp onto 17th Ave

From the South:

Make your way to I-71 North (for those coming from outside Columbus, I-71 North runs between Cincinnati and Columbus) Take I-71 North through downtown Columbus. You will merge and then split from I-70 East, follow all posted signs to stay on I-71 North Stay on I-71 North until you get to the 17th Ave exit (just after the 11th Ave exit, and before the Hudson St exit) Turn left at the end of the ramp onto 17th Ave

From the West:

Make your way to I-70 East (for those coming from outside Columbus, I-70 East runs between Indianapolis and Columbus) Take I-70 East towards downtown Columbus, past the Outerbelt. You will merge with I-71 North at downtown Columbus Just past downtown Columbus, I-70 East and I-71 North will split. Follow all posted signs to stay on I-71 North Stay on I-71 North

until you get to the 17th Ave exit (just after the 11th Ave exit, and before the Hudson St exit) Turn left at the end of the ramp onto 17th Ave

From Port Columbus Airport:

Come straight out of the airport and through the light at Stelzer Road. Make your way to I-670 West, which veers to the left past the light at Stelzer Road. Take I-670 West towards downtown Columbus, past the Outerbelt. You will get to I-71 North. Follow all posted signs to stay on I-71 North Stay on I-71 North until you get to the 17th Ave exit (just after the 11th Ave exit, and before the Hudson St exit) Turn left at the end of the ramp onto 17th Ave

Once you get to 17th Avenue

If you're coming for a stadium event, follow directions from traffic personnel. If not, read on Stay in the right two lanes on 17th Ave - they will turn right towards the Ohio Historical Society building, a large squat brown brick and concrete building The access road will gently curve left to go behind the OHS building - follow that curve and the stadium should be readily visible before you.

D.C. United

RFK Stadium, Washington, D.C.

From National Airport:

Exit National Airport following signs for I-395 and 50 West to Washington. On George Washington Parkway take exit for I-395 North. Stay on 395 North, across the Potomac River, for approximately three miles. Once past the Maine Avenue exit, stay in the left lane of the freeway. I-395 will exit to the right to the Capitol and Senate buildings. Do not follow I-395 North; stay left for the stadium. Proceed straight ahead in the left lanes to the exit at Sixth Street Southeast and Navy Yard. At bottom of the ramp go left at traffic light onto Sixth Street. Stay on 6th Street for .05 miles to Independence Avenue. Turn Right onto Independence Ave. and stay on Independence for 1.1 miles to 19th Street. Turn Left onto 19th Street and travel one block to East Capitol Street. Turn right on East Capitol to the stadium.

From Union Station:

Go East from Union Station along Massachusetts Avenue. Continue past Stanton Square on Massachusetts to Lincoln Park (at 12th Street). Go around Lincoln Park to East Capitol Street and turn right onto East Capitol. Follow East Capitol to stadium.

From I-66 and Constitution Avenue:

Follow Constitution East past the Capitol to Maryland Avenue. Turn left on Maryland and go two blocks to Stanton Square. At Stanton Square, turn right onto Massachusetts Avenue. On Massachusetts, follow directions as from Union Station.

FC Dallas

Pizza Hut Park; Frisco, TX

From the South on US 75:

Go North on US 75 until you reach 635 W. Take 635 W and exit at the Dallas North Tollway going North. Continue to stay on the Tollway, and the Stadium will be located on your right hand side at the intersection of Main St. and the Dallas North Tollway. Or ...

Go North on US 75 to 121 S. Take 121 S to the Dallas North Tollway going North until you reach the intersection of Main and the Tollway.

From the East on 635:

Travel West on 635 until you reach the Dallas North Tollway. Take the Tollway North until you reach Main St. The stadium will be on your right hand side.

From the West on 635:

Travel East on 635 until you reach the Dallas North Tollway. Take the Tollway North until you reach Main St. The stadium will be on your right hand side.

From Denton:

Take US 380 east to Dallas Parkway then go South to Main St. and the stadium will be on your left.

From McKinney:

Take US 380 West to Dallas Parkway and go South to Main St. where the stadium will be on your left.

Houston Dynamo
Robertson Stadium; Houston, TX

From North: Take I-45 South (Galveston), exit Cullen or Scott, turn South, pass Elgin, next light is Holman Street. Parking lot is around the stadium.

From South: Take I-45 North, exit Cullen or Scott, turn South, pass Elgin, next light is Holman Street. Parking lot is around the stadium.

From East: Take I-10 West, exit Hwy 59 South, exit I-45 South (Galveston), , exit Cullen or Scott, turn South, pass Elgin, next light is Holman Street. Parking lot is around the stadium.

From West: Take I-10 East, exit I-45 South (Galveston), exit Cullen or Scott, turn South, pass Elgin, next light is Holman Street. Parking lot is around the stadium.

New England Revolution
Gillette Stadium; Foxboro, MA

From Boston:
Interstate 93 South (S.E. Expressway) to Interstate 95 South; Take Interstate 95 South to Exit 9 (Wrentham) onto Route 1 South. Follow Route 1 South approximately 3 miles to Gillette Stadium (on the left).

From Cape Cod:
Interstate 495 North to Exit 14A onto Route 1 North. Follow Route 1 North approximately 4 miles to Gillette Stadium (on the right).

From Maine, New Hampshire:
Interstate 128 South to Interstate 95 South. Exit 9 onto Route 1 South. Follow Route 1 South approximately 3 miles to Gillette Stadium (on the left).

From Northern Connecticut, Vermont, and Upstate New York:
Interstate 90 East (Massachusetts Turnpike) to Route 495 South. Exit 14A onto Route 1 North. Follow Route 1 North approximately 4 miles to Gillette Stadium (on the right).

From Southern Connecticut, Rhode Island:
Interstate 95 North to Interstate 495 North. Exit 14A onto Route 1 North. Follow Route 1 North approximately 4 miles to Gillette Stadium (on the right).

New York Red Bulls
Red Bull Arena; Harrison, NJ

From the Lincoln Tunnel:
Follow signs for Route 3 West. Giants Stadium will be on your right side.

From the George Washington Bridge:
Follow Interstate 95 South to the New Jersey Turnpike. Take the Turnpike's western spur to the Sports Complex exit - 16W. This exit provides direct access to the Sports Complex parking areas.

From the New Jersey Turnpike:
Take the Turnpike's western spur to exit -16W, which provides direct access to the Sports Complex parking areas.

From the Garden State Parkway, Northbound:
Follow the Parkway North to exit 153A, and proceed on Route 3 East to the Sports Complex.

From the Garden State Parkway, Southbound:

Follow the Parkway south to exit 153A, and proceed East on Route 3 to the Sports Complex. Alternately, follow the Parkway South to exit 163 and follow Route 17 South to Paterson Plank Road. Take Paterson Plank Road East to the Sports Complex.

Philadelphia Union
PPL Park; Chester, PA

Real Salt Lake
Rio Tinto Stadium; Sandy, UT

From I-215 Eastbound:

As you approach north end of 215 belt route watch for Foothill Blvd. Exit. Take Foothill Blvd. Exit and follow signs directing you to Foothill Blvd. There are no turns off of the exit.

From exit proceed North on Foothill Blvd. then road curves to the West. Do not turn off of Foothill Blvd.

Foothill Blvd. will turn into 500 South as you continue West toward downtown.

As you approach Guardsman Way get in right lane.

Continue through intersection for about 1 block past Guardsman Way.

You will see the Stadium and parking lot on the right side of the road.

If you get to the intersection at 1300 East you have gone too far West.

The Stadium is located between 1300 East and Guardsman Way on the north side of 500 South.

From I-15 Southbound:

As you approach Salt Lake City Center watch for the 400 South Exit.

Take 400 South Exit and turn left off of exit.

Proceed East on 400 South through downtown area.

400 South will turn into 500 South as you continue east up the hill past 900 East.

As you approach 1300 East get in left lane.

Continue through intersection for 1 block past 1300 East.

You will see the Stadium and parking lot on the left hand side of the road.

If you get to the intersection at Guardsman Way you have gone too far east.

The Stadium is located between 1300 East and Guardsman Way on the north side of 500 South.

From I-15 Northbound:

As you approach Salt Lake City Center watch for 600 South Exit.

Take 600 South Exit and turn right off of exit.

From exit proceed to 400 South.

Proceed east on 400 South through downtown area.

400 South will turn into 500 South as you continue east up the hill past 900 East.

As you approach 1300 East get in left lane.

Continue through intersection for 1 block past 1300 East.

You will see the Stadium and parking lot on the left hand side of the road.

If you get to the intersection at Guardsman Way you have gone too far east.

The Stadium is located between 1300 East and Guardsman Way on the north side of 500 South.

From Salt Lake International Airport:

Take I-80 East from Airport.

Take 400 South Exit proceed East to 1300 East.

400 South will turn into 500 South as you continue east up the hill past 900 East.

As you approach 1300 East get in left lane.

Continue through intersection for 1 block past 1300 East.

You will see the Stadium and the parking lot on the left hand side of the road.

If you get to the intersection at Guardsman Way you have gone too far east.

San Jose Earthquakes

Buck Shaw Stadium, Santa Clara, CA

If you are coming from U.S. Highway 101:

Take the De La Cruz Boulevard/Santa Clara exit
Follow De La Cruz Boulevard towards El Camino Real (stay in the right lane)
When De La Cruz Boulevard splits, follow the right split over the overpass
Turn right on Lafayette Street staying in the right turn lane
Turn right at El Camino Real
The main entrance to Santa Clara University will be on the right-hand side of the road

If you are coming from Interstate 880:

Take The Alameda exit
Travel north on The Alameda
The Alameda will become El Camino Real
The main entrance to Santa Clara University will be on the left-hand side of the road

If you are coming from Interstate 280:

Take Interstate 880 north toward Oakland
Exit at The Alameda
Turn left on The Alameda
The Alameda will become El Camino Real
The main entrance to Santa Clara University will be on the left-hand side of the road

McAfee Coliseum, Oakland, CA

From San Jose:

880 NORTH towards Oakland
EXIT Hegenberger Rd / Coliseum
LEFT Edes
Stay Straight onto S. Coliseum Way

From Livermore:

580 WEST
238 WEST to 880 NORTH
880 NORTH towards Oakland
EXIT Hegenberger Rd / Coliseum
LEFT Edes
Stay Straight onto S. Coliseum Way

From San Francisco:

80 Bay Bridge EAST
880 SOUTH towards Hayward / San Jose
EXIT 66th Avenue
LEFT onto 66th Avenue
RIGHT into McAfee Coliseum / ORACLE Arena Parking

From Emeryville:

880 SOUTH towards Hayward / San Jose
EXIT 66th Avenue

LEFT onto 66th Avenue
RIGHT into McAfee Coliseum / ORACLE Arena Parking

From Peninsula:

92 EAST 880 NORTH Exit Hegenberger Rd / Coliseum Left Edes Stay Straight onto S. Coliseum Way

Seattle Sounders FC
Qwest Field; Seattle, WA

Sporting Kansas City
Community America Ballpark; Kansas City, KC

The stadium is located just west of The Legends at Village West in Kansas City, Kansas and is easily accessible from both I-70 and I-435.

From the North: Take I-435 South on the Kansas side to Parallel Parkway West (exit #14B) Merge onto Parallel Parkway and continue west until 110th street Turn left onto 110th street and look for the parking lot entrance on the left

From the South: Take I-435 North on the Kansas side to State Avenue West (exit #13B) Merge onto State Avenue and continue west until 110th street Turn right onto 110th street and look for the parking lot entrance on the right

From the East: Take I-70 West to I-435 North on the Kansas side Take I-435 North to State Avenue West (exit #13B) Merge onto State Avenue and continue west until 110th street Turn right onto 110th street and look for the parking lot entrance on the right

From the West: Take I-70 East to I-435 North on the Kansas side Take I-435 North to State Avenue West (exit #13B) Merge onto State Avenue and continue west until 110th street Turn right onto 110th street and look for the parking lot entrance on the right

Toronto FC
BMO Field, Toronto, ON

From Toronto Airport

Merge onto PROVINCIAL ROUTE 427 S.

Merge onto GARDINER EXPY E via the exit on the LEFT.

Take the JAMESON AVE. exit toward SKYDOME.

Keep RIGHT at the fork in the ramp.

Turn SLIGHT LEFT onto LAKE SHORE BLVD W.

Turn LEFT onto ONTARIO DR.

Turn RIGHT onto PRINCES' BLVD.

Vancouver Whitecaps

Comment [TP3]: Taking the Skytrain:
Millennium Line @ Gilmore station
Board northbound #28 Phibbs /Exchange bus at Gilmore Avenue/Dawson Street stop
Exit bus at Hastings Street/Skeena Street stop, located just 1.5 blocks from the entrance to Empire Field.
Approximate travel time from Gilmore station: 10 minutes

Coming from downtown Vancouver:
Board eastbound #135 SFU bus on Burrard Street (opposite skytrain station).
Exit bus at Hastings Street/Windermere Street stop, located directly across the street from Empire Field.
Approximate travel time: 20 minutes

Coming from the North Shore:
Board SeaBus at Lonsdale Quay
Exit SeaBus at Waterfront Station and walk up Granville Street to Hastings Street
Board eastbound #135 SFU bus at Hastings Street/Granville Street stop
Exit bus at Hastings Street/Windermere Street stop, located directly across the street from Empire Field
Approximate travel time from Lonsdale Quay: 35 minutes

By bus:
Board #28 Joyce station bus at Phibbs Exchange, bay 1
Exit bus at Hastings Street/Cassiar Street stop (in front of McDonald's restaurant), located just 1.5 blocks from the entrance to Empire Field
Approximate travel time from Phibbs Exchange: 10 minutes



2011 MLS Referee Handbook

D. Contacts



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