This update includes issues addressed up to Sept. 22, 2021. Volume 1 may be viewed on Center Circle under Rules of the Game or the NCAA playing rules website under Updates.

1. **Protests.** Coaches are reminded that only two things can be protested:
   a. Mistaken identity when a card is issued (card is assigned to the wrong player); or
   b. Participation in the game by an illegal player.

2. **Yellow and red cards.** Referees are reminded that correct attention to detail when issuing yellow and red cards includes the following:
   a. Correctly recording all necessary information at the time;
   b. Making sure the box score contains the correct information post game; and
   c. Correctly filling out the red card report.

While the protest procedure is a vehicle for coaches to address mistakes in this area, it is imperative that officials do everything in their power to minimize errors and reduce the need for protests.

3. **Ejections for Fighting, Violent Behavior I, and Violent Behavior II.** Referees must understand the intent and application of Fighting, Violent Behavior I, and Violent Behavior II.

   12.7.4.9 A fight is defined as a deliberate strike or punch or an attempt to strike or punch another player, official, coach or bench personnel in a malicious manner. Ejections should be classified as fighting only when punches are thrown.

   12.7.4.8 Violent behavior I and II, which may be against anyone (for instance, opponent, teammate, official or spectator) not competing for the ball, may be on or off the field of play, and the ball may be in or out of play;
   
   12.7.4.8.1 Violent behavior I is an unwarranted excessive act or use of force when not challenging for the ball.

   12.7.4.8.2 Violent behavior II is an unwarranted excessive act or use of force which is malicious and so extreme and severe that it places a participant in danger of physical injury.

   *Note: The clear intent of violent behavior II is to eliminate conduct that presents a serious risk of injury and has no place in college soccer. The key differentiators of an act or conduct that reach the level of violent behavior II are premeditation, malice and severity.*

Given the above definitions, there are too many instances of ejections being reported as Violent Behavior II when the facts do not support this definition. Please remember that the punishment should fit the offense. Players must sit out two games for a Violent Behavior II or Fighting ejection for their first offense. Let’s make sure the multi-game suspensions are saved for offenses that truly merit them.
4. **No Contests.** A game that is suspended and not resumed the same day before 70 minutes have elapsed is considered a no contest. There are two important considerations here for coaches and officials.
   a. All yellow and red cards given in the no contest count for the purposes of accumulation, and any suspensions earned for card accumulation or ejections must be served.
   b. A no contest does not count for purposes of players who were serving suspensions. If a player was serving a suspension in a game that ultimately became a no contest, the suspension will have to be served in the next regularly scheduled game that counts.

5. **Timing issues.** Referees need to make sure that there is an audible count down of the last ten seconds in each period. In situations where a penalty kick is given with only seconds remaining, the referee must follow proper procedures with respect to stopping the clock and restarting. If video replay is available, it can be utilized to correct a timing issue.

6. **JV games.** Cards earned in JV games are treated the same as exhibition matches. No suspensions carry over to regularly scheduled varsity games, and JV games may not be used to satisfy suspensions earned during varsity matches.