

WCSF Referee's Packet



2020

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WELCOME TO THE WCSSF

The West Central Suburban Soccer Federation (“WCSSF”) is an interclub competitive league designed to provide the Select Soccer Player (9U-19U) a competitive experience, while focusing on equitable fair play and good sportsmanship while providing venue for the players to have fun.

Although the WCSSF is a Select Soccer league, we expect ALL the referees to abide by the rules of our league as well as the rules of the game.

Code of Conduct

The WCSSF is an interclub competitive league designed to provide the Select Soccer Player (9U-19U/HS) a competitive experience, while focusing on equitable fair play and good sportsmanship while providing a venue for the players to have fun. To this end, the WCSSF believes that the following standards of behavior for players, parents, coaches as well as referees are essential to our goals.

The WCSSF will not tolerate behavior which brings the WCSSF, the club, or game into disrepute. Referees are expected to be respectful towards players, parents, coaches, and other referees. Conduct yourself with honor, dignity, and self-control.

Rules of the Game

The WCSSF adheres to the FIFA Laws of the game as interpreted by the United States Soccer Federation and has adapted the small-sided rules as set forth by Indiana Soccer for the WCSSF league. Below is a quick overview of the different divisions with the WCSSF followed by the specific rules for the short-sided games.

Select Pass

Beginning with the Spring of 2018, the WCSSF will not be using the “Equal Strength” rule. Instead, the WCSSF will implement the “Select Pass” for all WCSSF sanctioned games during the regular season. (This does not apply to tournament play.) It will take much coordination within the Clubs to implement and use the Select Soccer Passes.

- A Select Pass is simply the ISA-issued player pass issued by ISA for players playing on a Select Soccer team.
- Travel Player Passes as well as Travel Club Player Passes are not defined as Select Passes and cannot be used in WCSSF Select Soccer games.
- A Select Pass will allow teams that will be short players the opportunity to use Select Soccer players from other Select Soccer teams within the same club to play in regular season games.

- The team can add Select Pass players to the game roster as long as the number of players does not exceed a total of 11 players for 11U; 13 players for 13U; a total of 15 players for 15U division; a total of 15 players for HS Spring division; or a total of 11 players for the HS Fall division.
- The intent of using the Select Pass is for players to develop more awareness, allegiance and growth within a Club. The purpose is not to stack or strengthen a team but rather to allow a team that will be shorthanded on a given game to get Select Soccer players from within their Club to field a full team on the field. Requiring teams to play less than the age-level proper maximum number of players on the field does not allow players to learn and play within formations and structure. The Select Pass will help teams to be able to field a full team on the field.
- Xeroxed copies of the Select Pass are **NOT** allowed. If the Select Pass player does not have the laminated Select Pass, the player may **NOT** participate in the game.
- If the player was not added to the Game Card through GotSoccer, the coach may write in the player's name on the Game Card. However, remember, the Select Pass for that player **MUST** be handed to the referee along with the Game Card
- Guest players (defined as "a player who is not on the team's official roster nor plays for another Select Soccer team within the same club") are not allowed to participate on any WCSSF team. Select Pass players are not defined as "guest players."
- Travel Player Passes as well as Travel Club Player Passes are not defined as Select Passes and cannot be used in WCSSF Select Soccer games.

Substitutions

Unlimited Substitutions may be done by either team on the kick off or goal kick. Both teams may substitute on a throw in as long as the team with possession has a substitute to come in. Players must be standing at the midfield line when play is stopped in order to sub or must wait to substitute for the next stoppage of play. Players ready to substitute **MUST** take a pinnie unto the field and hand it off to the player that they are replacing on the field.

Injured player substitution: if a player is injured and the coach (or other adult) comes on to the field that player must come off the field and may not return until the next stoppage of play. The exception is if a goal keeper is injured then they do not have to come off the field even if the coach (or other adult) is called on to the field to evaluate the player.

Quick Division Overview

Division	#of Players	Length of Halves	Length of Half-Time	Minimum # of players	Rostered # of players
11U	7v7	25 minutes	5	6	12
13U	9v9	30 minutes	10	6	14
15U	11v11	35 minutes	10	7	18
19U (Spring)	11v11	40 minutes	10	7	22*
19U (Fall)	7v7	35 minutes	10	5	14
Adult	7v7	35 minutes	10	5	unlimited

*Although up to 22 players can be rostered on the Spring 19U team, only 18 players are allowed to dress and sit on the bench at any given game.

11U Division (7v7 Soccer Rules)

Ball Size: The Ball: must be a size four. The smaller ball is lighter and more easily kicked, received, dribbled and passed.

There are Offsides in 6v6 for 11U beginning in the Fall 2016!

Number of Players: Each team can have seven players on the field. However, a team may start with a minimum of five players.

Rules of the Goal Keeper: In the U9/U10 age groups the goalkeeper may (see attached sheet): (1) Goal Kicks still must land on the goalie's own half before rolling over the halfway line; (2) Throw the ball past midfield in the air; (3) Roll the ball past midfield; (4) Place the ball down on the ground and kick it past midfield in the air. In the 9U/10U/11U age groups the goalkeeper may not drop-kick or punt the ball. The goalkeeper must roll or throw the ball once they stop it, catch it or pick it up with their hands. A deflection does not count as a possession with the Goalie's hands.

In case of the goalkeeper punting the ball, the referee stops play, reminds the goalkeeper of the "No Punt Rule" and restarts the game with the ball in the hands of the goalkeeper.

The 6 second goalie release will not apply until every defender crosses behind the Build Out Line.

Goal Kicks: Goal kicks may be taken from anywhere inside the penalty area. Opponents are required to drop behind the build out line until the ball is put back into play. Goal Kicks must land on the goalie's own half before rolling over the halfway line.

Free Kicks: The distance the defending players must be away from the ball until it is kicked is the same as the radius of the center circle.

Hand Ball Clarification: Deliberate handling of the ball that denies the opposing team a goal or an obvious goal scoring opportunity will result in the following: a free kick according to the FIFA rules.

Referee: A center referee will be assigned to each 11U game. Assistant Referees may be used during the game, but are not mandatory. Coaches and assistant coaches should remain on the side-line and not enter the field of play during a game unless called on by the referee.

HEADERS: In accordance with the US Soccer's Safety initiative beginning in 2016, deliberate headers are NOT allowed in short-sided games for young players. If a player deliberately heads the ball, an indirect free kick will be awarded at the spot of the header.

Build-Out Line: There is a new line (as of July 2016) that is 14 yards parallel from the goal line and it painted all the way across the field. It is called the Build-Out Line. The purpose of this line is to give the offense a chance to build play out of the back (defensive half of the field). Since the Goalie cannot punt, this will give the offense a chance to possess the ball cleanly before being challenged by the defense.

The defense must move back beyond this line once the goalie gets possession. This goes for both goal kicks and when the goalie stops the ball during play (and has to roll/throw it).

The defense cannot cross the Build Out line until the goalie puts the ball into play by releasing it. If the defense does not move behind the Build Out Line and interferes with play, then the foul is an indirect kick where the defense touched the ball in the area between the Goal line and the Build Out line.

The 6 second goalie release will not apply until every defender crosses behind the Build Out Line.

The Goalie does not have to wait until all of the defenders have moved behind the Build Out Line to put the ball in play. It is the goalie's option. If a defender interferes or touches the ball before it crosses the Build Out Line, it is still an indirect free kick awarded to the Goalie's team.

13U Division (7v7 Soccer Rules)

Ball Size: The Ball: must be a size four. The smaller ball is lighter and more easily kicked, received, dribbled and passed.

HEADERS: In accordance with the US Soccer's Safety initiative beginning in 2016, deliberate headers are NOT allowed in short-sided games for young players. If a player deliberately heads the ball, an indirect free kick will be awarded at the spot of the header.

19U Division (Fall) and Adult (Summer)

1. 35 minute halves (5-minute half time) – for High School division - Fall Season Only and Adult Summer League.
2. Normal play is 7v7, 8v8 if both coaches agree.

3. If the goalie stops, traps, handles or picks up the ball with his/her hands, then the ball must be released from their hands and the goalie **CANNOT** touch the ball again until another player on the field has touched it.
4. Goalies **CANNOT PUNT** the ball. (Penalty: an indirect kick is awarded to the other team from the point where the goalie punted the ball.)
5. Goalies **cannot DROP or PLACE the ball on the ground and then kick it**. Once the goalie has the ball in their hands, they cannot touch the ball with their foot until the ball has touched another player in the field of play.
6. Goalies **CANNOT DROP-KICK** the ball. (Penalty: an indirect kick is awarded to the other team from the point where the goalie drop-kicked the ball.)
7. **Goal kicks must NOT travel past midfield in the air**. If the whole of the ball lands beyond the midfield line, the ball is whistled dead and an indirect free kick is awarded to the other team from the point that the ball passed over midfield.
8. Minimum number of players to start play is 5.

Just for further clarification:

1. Free kicks (except goal kicks) may pass over midfield without play stoppage.
2. Goalies may throw the ball over midfield without play stoppage.
3. Goalies may pass (by foot) or shoot the ball after the ball has been passed back to them by a teammate.
4. All other FIFA rules apply including off-sides.
5. Unlimited Substitutions may be done by either team on the kick off, or goal kick. Both teams may substitute on a throw in as long as the team with possession has a substitute to come in. Players ready to substitute MUST take a pinnie unto the field and hand it off to the player that they are replacing on the field. Players ready to substitute MUST take a pinnie unto the field and hand it off to the player that they are replacing on the field.

Question was raised, "If the goal keeper drops the ball to the ground after it has been saved in goal (not a drop Kick) waits a second and kicks it or takes a touch of the ball and then kicks it past the mid line what is the ruling?"

Answer from the WCSSF Board: The intent for the Adult and HS short sided is that if the goalie has the ball in his/her hands, they MUST throw/roll the ball to their teammates. NO FOOT action at all. Since goal kicks are required by rule, there are no goal kicks over the halfway line rule in place. Now, if the goalie made a save by deflecting/hitting/punching the ball and it stays in the penalty area, then, yes, the goalie can kick it as far as he/she wants since they did not catch it, drop it to the ground and then kick it. That would be entirely at the referee's discretion on whether to allow the action. Once again, if the goalie has the ball in his/her hands, the only legal action to put it back into play is a throw/roll out of the penalty box to another player.

"If the goalie handles or controls the ball with their hands, they must distribute the ball with their hands and the ball must be touched by a teammate or opponent on the field of play before that same goalie can touch the ball again with their foot."

This will ensure the intent that we want the goalie to throw the ball into play and make the teams develop play from the back. By clarifying the "no goalie double touch" rule, we make it clear that punts, drop kicks, drop-roll-and-kicks and etc. cannot happen.

Safety & Sportsmanship

Hot Weather

At times, if the heat and humidity are high, a water break may be appropriate.

- Before the game, speak with both coaches to make sure they are in agreement.
- Take into consideration the number of substitutes for each team.
- When stopping the game, use a natural stoppage (i.e.-ball went out of bounds, kick-off, or goal kick).
- The players should remain on the field and no substitutes are allowed until the game resumes.

Concussion Guidelines

1. The Coaches, Assistants, Team Managers, and Referees should work together to recognize and evaluate possible concussions.
 - a. **Remove athlete from play.** Look for signs and symptoms of a concussion if the player has experienced a bump or blow to the head. Athletes who experience signs or symptoms of concussion should not be allowed to return to play. When in doubt, keep the athlete out of play.
 - i. Referees: If, during a contest, an official observes a player and suspects that the player has suffered a head concussion or head injury by exhibiting concussive signs (including appearing dazed, stunned, confused, disoriented, to have memory loss, or the athlete is either unconscious or apparently unconscious), the official should notify a coach that a player is apparently injured and advise that the player should be examined by an appropriate health care Professional.
 - ii. If a concussion event occurred during a match, and regardless of whether the student athlete returns to play or not, following the contest, the incident should be included in the reports submitted by the referee as well as the coach.
 - b. **Ensure athlete is evaluated by a health care professional.** Do not try to judge the seriousness of the injury yourself. Record the following to help health care professionals in assessing the athlete:
 - i. cause of the injury and force of the hit or blow to the head
 - ii. any loss of consciousness (passed out/ knocked out) and if so, for how long
 - iii. any memory loss immediately following the injury
 - iv. any seizures immediately following the injury
 - c. **Inform athlete's parents or guardians** about the known or possible concussion and provide them with the information above. Make sure they know that a health care professional experienced in evaluating concussions should see the athlete.
 - d. **Allow athlete to return to play ONLY with permission** from an appropriate health care professional with experience in evaluating concussions.
2. You can't see a concussion, and some athletes may not experience and/or report symptoms until hours or days after the injury. If you have any suspicion that your

athlete has a concussion, you should keep him/her out of practice/games and seek medical care.

3. Sometimes players and parents wrongly believe that it shows strength and courage to play injured. Discourage others from pressuring injured athletes to play. Don't let athletes persuade you that they're "just fine" after they have sustained any bump or blow to the head.
4. Any player with a confirmed concussion or head injury should be medically cleared by an appropriate health care Provider prior to resuming participation in any practice or competition.
5. For additional information about concussions, please go to <http://www.soccerindiana.org/UserFiles/file/Vince%20Education/Care%20and%20Prevention/ParentsFactsheet.pdf>

“How to’s” for Referees

As you start your season, please take a moment to go into your GotSoccer account and update your coach's account with your correct email address and phone numbers.

Updating your GotSoccer Account

A number of the steps below are important steps for the beginning of every season. The Assignors and the WCSSF try hard to keep referees updated with announcements, tournament opportunities, rule updates, FYI's, etc. The only way we can do this effectively is if we have the correct contact information. Currently, the announcements are sent out by email. So, PLEASE, get in the habit this season of checking your email once or twice a week minimum. Communication is a big key to a smooth season.

SIGN INTO YOUR ACCOUNT

- Go to GotSoccer Log-in Page: <https://home.gotsoccer.com/login.aspx>
- Scroll down until you see "Referees & Assignors." Click on the Login button.
- Enter the Username and Password under the referee login.

REGISTER FOR THE CURRENT SEASON

- Now click on "Upcoming Events"
- Click on "Search Events"
- Enter "WCSSF" in the "Event Name" box and hit enter.
- Click on "Register for Event"

REGISTER YOUR PRIMARY ASSIGNOR / DOUBLE CHECK YOUR ASSIGNORS:

- Click on "Referee Assignors"
- The assignors for the events you have chosen should be listed. Each assignor will have one of three colors: red, green or blue. The red means that you have

not chosen to work for them; green means that you are available for that assignor to assign you games; blue means that this is your primary assignor.

- Make sure that one of the assignors listed has a blue color to the left of the name. If not, click on the “make primary” button to the right.
- Go through the list and approve or cancel the referee assignors that you want to be able to assign you games. (FYI: If you have not worked for a particular assignor before, it may be a good idea to contact that assignor by email and introduce yourself.)

UPDATE YOUR CONTACT INFORMATION:

- Click on “My Account” slightly below the Indiana Soccer logo.
- Fill in the correct or updated information and click save.
- Please make sure you have a valid email address. (Please check this email daily throughout the season for updates, changes or announcements.)

UPDATE YOUR BACKGROUND CHECK OR AGE VERIFICATION:

- Click on “My Account” slightly below the Indiana Soccer logo.
- Click on either “Background Checks” or “Age Verification”
- Follow the steps on the screen if needed. This needs to be completed every 24 months.

(NOTE: If you don't see the “Background Check” or “Age Verification” button, it is because you haven't registered for an event or chosen a primary assignor.)

Managing your Games or Schedule in GotSoccer

UPDATE YOUR AVAILABILITY

- Click on “Home”
- Click on “Availability”
- Click your age group preferences as well as the position preference.
- If there are dates that you cannot work, click on “Add Blackout” and add the date and times.
- Click on Save.

CHECK ON YOUR SCHEDULE:

- Click on “Home”
- Click on “Schedule”
- In the “Event” box, click on the drop-down menu and select “WCSSF Spring 2013.” Your schedule should appear.
- Click either to confirm or reject each of the games listed. (You may want to get in the habit of checking your schedule at least once a week to see if there are any changes or new games. At the beginning of the season, checking daily would be a better idea.)

PRINT OFF A GAME CARD:

- Click on “Home”
- Click on “Schedule”

- If your schedule does not appear, in the “Event” box, click on the drop-down menu and select “WCSSF Spring 2013.”
- Click on “Card” to the left of your assigned game.
- Your computer may ask you if you want to OPEN or SAVE the file. You can open the file and then print it off.

FILE A REFEREE GAME REPORT:

- Click on “Home”
- Click on “Schedule”
- If your schedule does not appear, in the “Event” box, click on the drop-down menu and select “WCSSF Spring 2013.”
- Click on "Report" over in the left-hand column next to the game. (If your game does not appear in the list from past weekend, enter the date of the game in the date box and hit "Apply Filters." Your game should appear, now.)
- Enter the scores, and hit "Save Scores".
- Enter the questions below and hit "Save Supplemental" near the bottom of the page.

Remember, that you need to hit both the "Save Scores" button as well as the "Save Supplemental" or both sections will not be saved.

Day of the Game

Before the Game Check List:

1. Please plan on arriving at least 30 minutes prior to the start of the game.
2. If you are not sure of the location of the field, please take time to look up the location on the club’s website and print off a map, if needed.
3. Before leaving for your game, double check to make sure you have the following items:
 - ☞ Referee license.
 - ☞ Proper uniform (double check the colors of the teams beforehand to see what color uniform you should wear: yellow, blue, red, green, black)
 - ☞ Referee equipment.
 - ☞ Game Card.
 - ☞ A good attitude!

Pre-Game Check-in:

1. **Check the fields** to ensure the nets are safe for use. If there is an issue you need to immediately notify the home team coach of the issue.
 - Look for holes or depressions that could cause twisted or broken ankles.
 - Nets should be securely fastened to the goal posts and netting pulled back so as not to interfere with the goalkeeper.

- **Goal posts must be securely anchored to the ground.** Sandbags on the frame toward the rear are acceptable.
 - Corner flags are in place and are not dangerous to players (at least 5 ft. high)
 - Entire field is properly lined.
 - Please not any issues with the field on your game report.
2. **Conduct a Pre-Conference:** If you are the center referee, take a few moments to have a pre-game conference with your AR's. The pre-game conference must develop an understanding by all members of the team regarding the importance of making eye contact before any significant decision is made or announced and the specific signals by which the assistant referees and fourth official can provide relevant information. Among the issues for which the referee may need assistance is the possibility of
- a second caution,
 - the occurrence of misconduct in addition to a foul,
 - the level of severity of the misconduct, or
 - the unnoticed involvement of other persons in the foul or misconduct.
3. **Check-in each team:**
- ☞ Introduce yourself to the coaches as you obtain the player passes and official roster from the teams.
 - ☞ Each team should have an official roster, with the Indiana Soccer stamp, and laminated player passes. (The WCSSF gives a three-week grace period at the beginning of each season for this requirement.)
 - ☞ As you check-in the teams, use your game card as well as the player passes and roster. Only players listed on the official roster may participate in the game. Make sure you check the roster with the player cards before you check in the teams.
 - ☞ **Make sure that the team name on the player pass matches the team name on the roster. Anyone not on the roster is NOT allowed to play.**
 - ☞ Please add any player on the roster that is not listed on the game card. It is a good idea to get in the habit of double checking the jersey numbers listed on the game card. If the jersey numbers are not included, you can add them during the check-in process. That way, if you need to issue a yellow or red card, you have the correct jersey number and name of the player.
 - ☞ Also, check-in the coaches and/or team managers. **ONLY those people listed on the official roster may be on the players' side of the field.** Anyone not listed on the roster should be on the parents or spectators side of the field.
 - ☞ When you are done checking in the teams, return the rosters and players cards to the coach/team manager. **This is why it is important that you print out a game card before coming to the game.**
 - ☞ The league requirement is that you follow ALL of these guidelines. Failure to do so will result in a report being filed with the State Referee Committee.
4. **Check-in the Players:** As you are checking in the teams, please make ensure that...
- ☞ All players are wearing the same color shorts, the same color socks, and the same color jersey.
 - ☞ All jerseys are tucked in with the exception of the goal keeper.
 - ☞ No players are wearing jewelry such as earrings, watches, rings, bracelets, etc. Medical ID may be worn, but must be tapped to the chest or wrist with medical information showing. Earrings CAN NOT be tapped; they must be removed.

- ↪ All players are wearing shin guards.
 - ↪ If the teams have similar color jerseys, the home team is required to change or wear pinnies.
5. **Check Equipment:** The home team is required to provide three game balls. Place one ball behind each goal to use when the ball is kicked far behind the goal. It will keep the game moving without a lot of delays.
 6. ***SAFETY FIRST remember if there is THUNDER OR LIGHTNING you are the one responsible for stopping play and waiting until 30 minutes has passed before you resume play. Send players to a safe place. You are not responsible for them following your directives just that you give the directive. Make sure that you as well get to a safe place and stay there for the required amount of time. Remember you are the EXAMPLE.***

NOTE: If a team does not have the required player passes and official roster, they forfeit the game and the score will be recorded as 4-0. Please include it in the game report. However, the teams may decide to play a “friendly” game.

After the Game:

- Before leaving the field, if possible, call the phone number at the top of the game card to file the scores of the game.
- Within 24 hours of the game, the center referee needs to file a referee report in GotSoccer. AR's as well as Center referees can fill out a referee game report. This is more important if there were any problems during the game.
- If you have an Iphone there is a box with a scan code to assist you in filing the report. If you use this, you are smarter/and more technologically advanced than we are, so please let us know how you did it so that we may include it in next year's information.



Filling out a Referee's Report Reminders:

After every game, the center referee is required to complete a game report within 24 hours of the game. If a game report is not submitted, you will be sent a reminder by the WCSSF. If a game report is still not received, the DRA will be notified. If a referee has two missing referee reports for the season, that referee will NOT be allowed to referee in the end of the season tournament.

Although it is not required, the AR can complete a game report as well. The AR should complete a report if there were any problems with the coaches, team players or parents.

The WCSSF uses the game reports as (1) a way to ensure that the league's rules and guidelines are being followed since we cannot be at every game scheduled; and (2) that the coaches and players are exhibiting proper sportsmanship.

We hope that all the games will run smoothly this season. However, if something “BIG” happens at one of your games that needs immediate attention, please alert the WCSSF by sending an email right away to us at wcssfsoccer@gmail.com or if the situation warrants it, please contact your assignor immediately. He/She will then contact one of the WCSSF board members.

However, allow the WCSSF to give you a couple of reminders when filling out the game reports:

Reminder #1: In the game reports, please include specific information not generalizations. For instance, a referee may write, “the coaches were terrible.” Unfortunately, the WCSSF can’t do much with this information to follow-up on the situation. However, another referee may write, “the Coach from the home team kept arguing whenever I called a foul against his team. At one point during the game, the coach was yelling very loudly. I went over and asked the coach to settle down. The coach did not settle, so a few minutes later I told him to quiet down or he would be asked to leave. At that point the coach settled down. There were no further problems for the remainder of the game.” This helps the WCSSF quite a bit. We can, then, use this report and contact the coach about his/her behavior.

Reminder #2: Please include any yellow cards and/or red cards that were issued. Include the number of the player as well as his/her name.

Reminder #3: Please include in the game report under “game incidents” if a team did not have the player passes or roster.

Who to Contact?

Throughout the season, you will have many questions or concerns, and may not know who to contact. So!

- ↳ If you have problems with a particular coach or team, please include details in your game report. If you feel that it is needed you may contact the assignor for that game and report it directly.
- ↳ If you cannot make it to a scheduled game and it is more than 48 hours before the match, please reject the game within GotSoccer as well as send an email to the assignor.
- ↳ If you cannot make it to a scheduled game and it is less than 48 hours before the match, please email the assignor as soon as possible. If you do not hear back from the assignor, you need to call the assignor directly.

Dealing with Problems*

(*This section is adapted directly from the “Information for New Referees” posted on the Indiana Soccer website at <http://www.soccerindiana.org/referees/instructor%20information.aspx>. There are a number of other resources available at that site as well.)

Dealing with Problem Coaches:

- Set the ground rules – be proactive. Show them where the team and the coaches will be seated. Make sure they understand that they must stay in that area. Most fields have a “coaching box” where the coaches need to stay during a game.

- Don't let the coaches intimidate you. Give them respect and ask for respect in return.
- Be confident in your knowledge of the Laws of the Game and Rules of Competition.
- Remain calm. If someone is yelling at you, do not yell back at them. Speak respectfully and quietly, so the coach must quiet down to hear you.
- Do not take someone yelling at you personally. It happens to all referees, even the most experienced. However, once the coach steps over the boundaries of the game and begins to make his comments personal or abusive, you must deal with it. Slowly and calmly walk over to the coach. In a polite and respectful way, inform the coach that this type of conduct is unsporting and continuing with this type conduct will result in his or her removal from the game. If the behavior continues – respectfully and professionally ask the coach to leave. If the coach refuses to leave, give the coach a warning that if he or she does not leave, you will end the game. If the coach does not leave in a reasonable amount of time (a few minutes), end the game. Be sure to file a very detailed report with the league so there is a good understanding of why the game was ended early.
- Always remember the “**Ask, Tell, and then Dismiss**” rule if you have to dismiss a coach. Here is a good. (video to watch: <http://www.brainshark.com/ussoccer/vu?pi=zHTzFZPXiz31xyz0>)

Dealing with Problem Players:

- Make your presence known from the moment you walk on the field - that way players know you are in charge. Stand tall, look people in the eye and smile confidently. Have your pre-game questions down - introduce yourself even if you have worked games with the same coaches before, ask for copies of the rosters, get the game ball from the home team and inspect it, check in players. (Do not tell players how you are going to call the game and what you are going to call and not call. This can cause you major problems later on.) Doing these game management things confidently will carry over into the game.
- Remember to blow the whistle with confidence, even if you are not feeling so confident, and use decisive signals with straight arms
- If you have a difficult player dissenting or doing something else to disrupt the game, at a stoppage of play, issue a caution to them and let the player know that kind of behavior is unacceptable. If the player still insists on being difficult, use a well delivered warning to let them know that you have reached the limit of what you are going to take. It is often helpful to let the coach know this particular player is wearing out their welcome and the team may soon be playing short. Give the coach an opportunity to take care of the problem for you (perhaps by substituting out this player). If the bad behavior continues, issue a second caution and then a sendoff (red card). Remember that the proper procedure for this is to display the second yellow card and then the red.
- Remain calm when talking to players, but be firm in your voice and your decisions. Do not yell at players and never use foul or abusive language no matter what they are saying to you. Speak softly so the players must quiet down to hear you.
- Listen to what players are saying. Allow them to vent for a few seconds without calling it dissent, so long as it does not become abusive or personal (however, if you are the referee, never allow a player to vent at one of your AR's). You might find out about fouls you are missing, or there may be something else going on that can be easily corrected. This tactic also lets the players know you are willing to listen ... up

to a certain point. This type of exchange should not go on often in a game and should be very brief (for example, in the “heat of the moment”). If it goes on longer, you must deal with it. The more experience you have as a referee, the easier it is to know how, when, and where to set boundaries.

Dealing with Problem Parents:

- Remain calm.
- Do not get into discussions or arguments with the sidelines.
- Enlist the support of the coach. Ask him/her to speak with the offending spectators and let him know that, if the behavior continues, the game will not continue. This will usually be enough to quiet most parents (other parents may understand the consequences and help with the problem spectator).
- If you have asked the coach to deal with problem parents and the situation continues, ask the coach to have the spectator leave the area or you will dismiss them. If the spectator refuses, tell the coach that, if the spectator does not leave, the game will end. Give the coach a reasonable amount of time (a few minutes) to deal with the situation.
- All parents signed a code of conduct and you can dismiss parents as a last option; however, you should work through the coach or a tournament or league official first before dismissing a parent/spectator.
- If the parent does not leave, you should feel free to end the game. Include any misbehavior on the part of the spectators/parents in your game report to the WCSSF so that this type of behavior can be disciplined and stopped. Remember, you must include any problems in your game report, or the WCSSF cannot follow-up on it.

Referee Bag

A referee bag should contain the following:

- A watch with stopwatch functions – two watches are preferred, one for starting and stopping and one for keeping a running time in case you forget to start or restart the first one
- Pens/Pencils
- Notebook
- Red and yellow cards
- Tossing coins
- Whistles – always have an extra in your bag
- Flags for the Assistant Referees or Club Linesmen (if you are working alone)
- Cold weather gear when the time of year makes it necessary
- Street shoes and dry socks
- A large plastic trash bag (to put your ref bag inside in case of rain)
- Sunscreen
- Snacks (energy bars are great!) if you are going to be doing more than one game
- Rubber bands or baggies to hold and separate player/coach cards for each team
- Water – referees are also athletes, and proper hydration is important for performance

Additional Suggestions:

- Simple first aid supplies (This is more helpful when you are the referee for young games such as U6, U8, and 11U.)
- The WCSSF Referee Packet
- Referee Handbook
- Eye glass straps

Referee "Cheat" Sheet

Updated January 12, 2020

	11U	13U	15U	19U (Fall)	19U (Spring)	Adult Summer
General Information:						
Fees	\$30 / Single ref; \$20/15/15 for 3	\$40 Center / \$26 ARs	\$56 Center / \$38 ARs	\$56 Center / \$38 ARs	\$60 Center / \$40 ARs	\$56 Center / \$38 ARs
Who pays the referees?	Home Team	Home Team	Home Team	Home Team	Home Team	Home Team
When to arrive (at least....)	30 min prior	30 min prior	30 min prior	30 min prior	30 min prior	30 min prior
Ball size	4	4	5	5	5	5
Field Formation	7v7	9v9	11v11	7v7	11v11	7v7
Recommended Field Size (fields may vary slightly)	60x40 (10U Field)	75x50 (12U Field)	112x75 (Full-sided)	75x50 (12U Field)	112x75 (Full-sided)	75x50 (12U Field)
Min. # of players to start game per team	5	6	7	5	7	5
Max. # of players per game	12	16	18	14	18	14
Max. # of players when using Select Pass	11	13	15	11	15	n/a
Max. # of Adults/Coaches with player passes allowed on player's side	3	3	3	3	3	n/a
Game Duration	25 min halves	30 min halves	35 min halves	35 min halves	40 min halves	35 min halves
Check Player Passes & Roster	YES	YES	YES	YES	YES	YES
Half time	up to 5 min	10 min	10 min	10 min	up to 15 min	10 min
Coin Toss determines	To Kick OR which Side to defend	To Kick OR which Side to defend	To Kick OR which Side to defend	To Kick OR which Side to defend	To Kick OR which Side to defend	To Kick OR which Side to defend
General Rules:						
Offsides	11U YES (but only when between the build out line & their attacking goal)	13U YES	15U YES	19U (Fall) YES	19U (Spring) YES	Adult Summer YES
Build Out Line	YES	NO	NO	NO	NO	NO
Headers	NO (IFK)	NO (IFK)*	YES	YES	YES	YES

* Since our 13U division is played on a small-sided field and includes younger players, the "NO HEADER" rule still applies

	11U	13U	15U	19U (Fall)	19U (Spring)	Adult Summer
Goalie Rules:						
Throw ball past midfield in air	YES	YES	YES	YES	YES	YES
Roll the ball past midfield	YES	YES	YES	YES	YES	YES
Place ball on ground & kick past midfield in the air	YES	YES	YES	YES	YES	YES
Drop kicks	No drop kicks	YES	YES	No Drop Kicks	YES	No Drop Kicks
Punt ball	No Punts	YES	YES	No Punts	YES	No Punts
Goal Kicks can go past midfield in the air	NO	YES	YES	NO	YES	NO