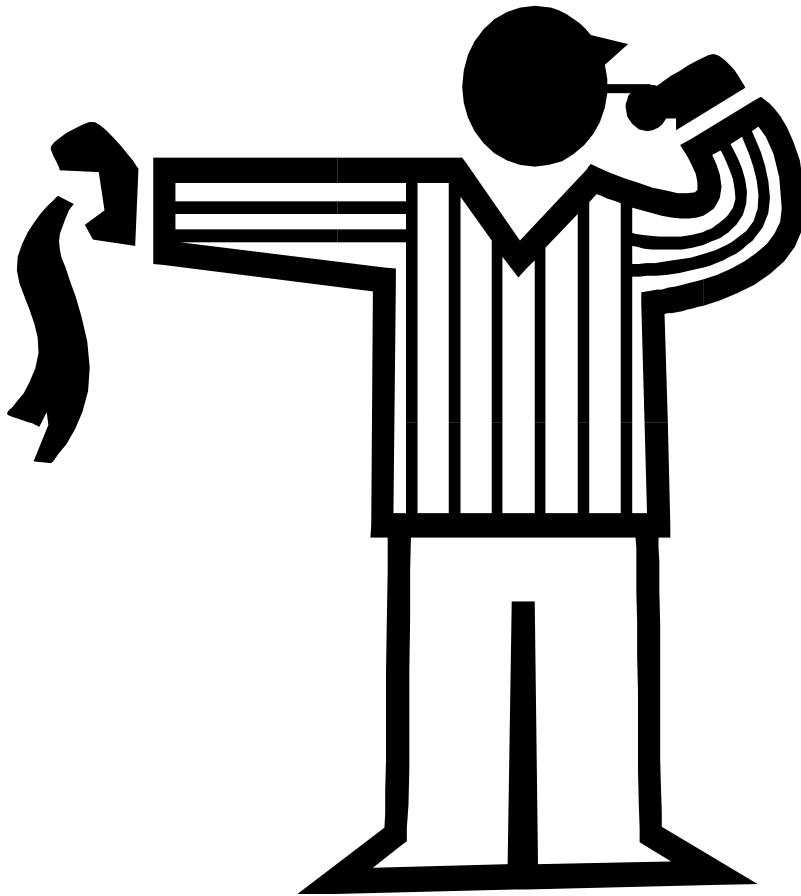


# **Referee Survival Guide**



**Spring 2018**

## Spring Procedure

### Beginning of Each Game: (Arrive no later than 20 minutes prior to kick off)

1. Check both goals.
    - Anchored to ground.
    - Nets fastened to crossbar and posts.
  2. Inspect field for any dangerous objects or holes.
  3. Check each players equipment: FIVE S's
    - Shoes** (No metal spikes/objects)
    - Shirt** (Must be league issued and worn OVER sweatshirts/jackets)
    - Shorts** (Must be league issued and worn OVER long pants—Except for U8 & U9)
    - Shin-Guards** (Must be of suitable material)
    - Socks** (Must be white and worn over shin-guards)
- NO JEWELRY:**  
-No Jewelry of ANY kind will be allowed. All earrings, necklaces, bracelets, watches, ect....must be removed. The use of **tape and/or band-aides is not acceptable.**  
**If a player refuses to remove any jewelry, they WILL NOT be allowed to play. Be consistent with this rule--Remember your fellow referee's!!!!!!!**
- NO CASTS:** Any player wearing a cast will NOT be permitted to play. Casts, which are wrapped or wrapped in bubble wrapping, are not acceptable.
4. Be sure all coaches and players are on one side of the field and spectators are positioned on the opposite side.  
  
--West Recreational Field: Only coaches and players will be allowed in between the two fields. Spectators must be on the outer touchlines.

### Concussion Protocol

- Effective Spring 2018 Referee's will be responsible to insure the safety of player who received an injury to the head which may result in a concussion. Player should be removed from the game and seek medical attention if necessary. *They will NOT be allowed to re-enter the game.*
- Referees are asked to err on the side of caution and any indication of a head injury that occurred, that player should be removed. *Please complete a referee report and e-mail to me at [rbmaki10@gmail.com](mailto:rbmaki10@gmail.com) within 24hrs of the game.*

## **Checking in Players and Teams:**

Coastal League Games will now consist of Div. One, Div. Two, and Coastal Cup Division (A, B, C)

### **Division One and Two Teams/Games:**

Collect and verify with passcards a copy of the roster for each team. Roster must have official registrar stamp and **no player names written**

- All coaches must have a Lanyard
- All coaches must have a Passcard with their picture and laminated by: First Game
- **Player Passcards should have pictures and laminated by: First Game**
- Two copies of Rosters are to be collected from each Team. A Copy of the roster is to be given to opposing team at the conclusion of game. Be sure you have recorded the score and signed each copy.
- You should also be collecting one copy of the roster for yourself from each team.
- You should have a record of the score for each game as well

### **Coastal Cup Division Teams/Games and U10 Games:**

Collect two copies of the rosters from each team.

- Roster must have official registrar stamp/signature. No player names written in
- All coaches must have a Lanyard
- All coaches must have a Passcard with their picture and laminated by: First Game
- Check players in from the roster. Teams will NOT have passcards for you to check.

### **End of Game Procedure:**

1. Collect ball and meet teams at halfway line near both benches.
2. **All referees present during game are required to observe traditional hand shake which concludes game. It is the referee's duty to enforce sportsmanship amongst players. Any player/coach displaying any unsportsmanlike conduct must be addressed appropriately.**
3. After teams have separated, the rosters should be completed and signed by each referee. Return passcards (unless kept for red card offenses) to coaches, along with copies of opposing teams roster. **Scores must be entered into Game Officials along with any infractions**

**Game Reports:** Must be completed within Game Officials along with the game scores. **Must be mailed to Ross Maki by each Monday. Referee Reports can be found at [www.massref.net](http://www.massref.net)**

### **WHEN TO FILL OUT A GAME REPORT:**

- All serious injuries when ambulance is called
- Cards: Both Yellow and Red. If player/coach receives a RED card, I would like to be notified ASAP. Passcard must be mailed to me with your incident report if player is a D1 or D2 player.
- Coach/Parent Misconduct: Report immediately; call me ASAP and mail incident report.
- No coach lanyard, no coach or player passcard, passcard not complete or team does not have a roster

## **Referee Required Uniform: Look Professional**

- Opposite color shirt of opposing team (Black, Yellow, Red, Blue) Shirt **MUST** be tucked in.... look professional!!!!
- Black shorts
- 2018 Certified Ref Patch
- Black socks w/matching white stripes. (**Must be pulled up**)
- Watch
- Assistant referee flags
- Whistle
- Red and Yellow cards
- Black Jackets/Black Long pants with **NO LOGOS** may be worn if weather conditions permit.

## **Cancellation Policy:**

Cancellation will usually be communicated to you through the Plymouth Youth Soccer web site, an e-mail or phone call by me either the night before or the day of the game. If you do not receive notice regarding a game being cancelled, you are to report to the field as scheduled. Once you arrive at the field, the referee is the only person that can determine whether or not the game will be played, **NOT THE COACHES!!!**

Be sure to consider the field and weather conditions, as well as, the safety of the players when making your decision to call the game. Canceling the game should be considered a last resort, given the limited make-up availability.

## **Length of Games:**

Grade 11/12 (U18/19): Two 40 Minute Halves

Grade 9/10 (U16): Two 40 Minute Halves

Grade 7/8 (U14): Two 35 Minute Halves

Grade 5/6 (U12): Two 30 Minute Halves

Grade 3/4 (U8-U10): Two 30 Minute Halves

## **Hints....Tips....And Rules to Enforce.....**

- **Grade 5/6 Age Groups:**
  - **2-30 minute halves**
  - **9 v 9 Format (8 field players + keeper)**
  - **Size 4 ball**
  - **Offsides enforced**
  - **All other FIFA and USSF Rules apply**
- **New Rules on Heading: No Grade 1-6 players will be permitted to **DELIBERATELY** head the ball in a match.**
  - **Deliberate Heading of the ball: Indirect Restart for opposing team**

- **Deliberate Heading of the ball in the Penalty Area or 18 yd Box: Indirect restart on the top of the 18 yd line closest to where the infraction occurred for the opposing team**
- **Unintentional Heading: Continue play – No foul**
- **Grade 5/6 Goal keeper/Goal kick Distribution:**
  - *There is NO LONGER any restrictions on how far the ball may go from a goal keeper distribution or goal kick.*
- Substitutions: See CYSL Book for rules of substitutions.
  - **All substitutions are REQUIRED to stand at the halfway line prior to you allowing a substitution. Players should not be allowed to simply run on and off the bench. This makes it difficult for you the referee to count the number of players entering and leaving the field of play.**
- The “**ZERO Tolerance Policy**” has been established for your benefit. If any coach, spectator, or player is being verbally abusive or disputing the calls you are making, I would ask that you enforce this policy. Refer to spring packet or contact myself for instruction of this policy.

## Plymouth Youth Soccer **Grade 3/4 Rules**

PYSA has always instituted specific rules for this age group that differ from USSF and Coastal. Please review these rules below:

- **New Rules on Heading: No Grade 1-6 players will be permitted to DELIBERATELY head the ball in a match.**
  - **Deliberate Heading of the ball: Indirect Restart for opposing team**
  - **Deliberate Heading of the ball in the Penalty Area or 18 yd Box: Indirect restart on the top of the 18 yd line closest to where the infraction occurred for the opposing team**
  - **Unintentional Heading: Continue play – No foul**
- **Substitutions:** Players entering the game should be waiting at the half line for your approval to enter. Please begin to instruct coaches and players on this request. **Under 8's can substitute on:** Any goal kick, **Any** throw-in, After a goal is scored, and on an injury.

**Grade 3/4 can substitute on:** Any goal kick, **own** throw-in, after goal is scored, and during an injury.

- **Game time:** Two 30 minute halves
- **Number of Total Players on field:** 7 players (6 Field players + GK)
- **Offside Rule Must Be Enforced with Grade 3/4:** Work with coaches to get the “Cherry Pickers” to understand they cannot hang near the goal and need to come back and help their teammates. There is **NO OFFSIDES** with Grade 1/2.
- **Call the fouls!** Calling fouls in this age group is important for not only the safety of the game, but also a teaching tool for these future soccer players to better understand the game. Explain each call to not only the players involved, but also the others players that are nearby.
- **Be an extension of the coach.** I like to think of our referees doing these age groups as not just the official, but also an instructor as well.
- **Most important....HAVE FUN!!!!!!**

## **2020 Fall Referee Pay Scale**

- **Grade 1/2** **\$25/per game**
  
- **Grade 3/4** **\$30**
  
- **Grade 5/6** **\$30**
  
- **Grade 7/8** **\$40**
  - **Assistant Referee Grade 3-8** **\$25**
  
- **High School Grade 9-12** **\$50**
  - **Assistant Referee High School** **\$30**