

REFEREE Pre & Post Game Duties



REFEREES for Region 583 | Thank you for volunteering to referee

Referees:

- Know the four-digit team number for the team you are giving points to
- Have ALL certification requirements completed. See PDF on website under Volunteer TAB
- Yellow shirts will be given to new referees. Full uniforms will be given AFTER you complete 3 games
- Download app IFAB for laws of games
- Obtain Referee Summary Sheet (cheat sheet)
- **IMPORTANT** **** 14U teams playing at Ayala, MUST TAKE pix of game card, FRONT/BACK. Txt to Richard (760) 628-9174

PRE-Game DUTIES

- Check-in before EVERY game at least 15min before your game
- Let the Coach know the parents must sit on the left half of the field (opposite AR)
- At the Field, introduce yourself to your referee crew, discuss responsibilities and expectations
 - Check the field for any safety hazards and the placement of the goal nets
- The referee crew (all 3) introduce yourself to the each coach before checking-in the players
- Ask for game cards
 - o Need to be written in number order
 - Need to be written in pen
 - Need to have first AND last name of the players
 - Please write a date on the game cards
- Check-In the players
 - o Minimum players on field: 8U: 4 | 10U: 5 | 12U: 6 | 14U: 7
 - Game can't start with less than these number of players
 - Game can wait no more than 10min for more players to show up
 - If you start game late, shave off same # of minutes off of each half
 - Inspect player equipment
 - Goalkeeper MUST have a diff color pennie/shirt from both teams
 - Proper cleats (tennis shoes are ok)
 - Must have shin guards & socks covering all of the shin guard
 - No jewelry or anything on their wrists, neck, no metal on their hair
 - Earrings may NOT have a bandaid over them
 - If wearing sweats, ONLY on cold days, under uniforms. Hoodies tucked in
 - Ok to wear medical bracelets, must be taped over
 - For beaded braids, must be short or in a bun. Can't be swinging around
 - Belt loops of the shorts must be tucked in
 - Call their name, player must turn around to show you their number
 - Must match the game card
 - Remarks to players and coaches
 - Say "I can't call what I can't see"
 - Only the captain should let you know of any unsafe things
 - Captains may not agree w the calls, but they may not argue the calls
 - Let them know to protect the opponent's GK
- Same process for opposite team





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- Ask for 3 game balls from the HOME team
 - Make sure they're the right size (8s-#3 | 10s/12s-4 | 14s-#5)
 - Make sure they are inflated correctly
- Call for captains
 - o Flip coin, winner decides who kicks-off first or which side of field to attack

DURING Game

- Keep up with the substitution VERY IMPORTANT !!!!
 - NO HEADERS for 12U and below
 - NO PUNTING for 10U and below
- Count # of players for every quarter
 - o At beg of each half, check with eGK & ARs before blowing the whistle to signal start of half
- If any issues, let center referee know before game resumes
- Water breaks (halfway thru first half and halfway thru 2nd half) players MUST stay on field
- Let the coach know if any parents are out of line
- AT HALF TIME
 - The 3 referees meet in the middle. Check in w each other. Ask: Did I miss anything?
 - o Fill out back of game cards. (write your TEAM # to receive credit)
 - Make sure the scores match

POST-Game

- Award a GOOD SPORTSMANSHIP Recognitation. Have them go to ref tent for gift/award
- TURN in game cards at REF tent
 - Make sure the scores match
 - o Notate any incidents, no matter how minor, in the back of the card
 - o IF ANY cautions or send off, please complete a REFEREE MATCH REPORT
 - IF ANY injuries, let the coach know they need to fill out a PLAYER INCIDENT REPORT
 - o HAND THEM IN to a person. DO NO leave them on the table
- CENTER REFEREE!!!! Thank you!! Please spin the wheel for an appreciation prize

For 8s: 6v6, max roster is 8. If all players present, all MUST sub 1 quarter

If 7 are present, 1sub/qtr = 3 players play the whole game

For 10s: 7x7, max roster is 10. If all players present, 3 subs per quarter, 2 players will SUB 2 quarters If 9 are present, 2 subs/qtr = 1 player plays whole game

For 12s: 9v9, max roster is 12. If all players present, 3 subs per quarter, all MUST sub 1 quarter If 11 are present, 2 subs/qtr = 3 players play the whole game

For 14s: 11v11, max roster is 15. If all players present, 4 subs per quarter, 1 player will SUB 2 quarters If 14 are present, 3 subs/qtr = 2 play the whole game

F3/F4: North field, north is home, away is east and west | South field, south is away, north is east and west Parents can sit behind the goal, on the grass, on the West of fields or the cement bleachers