

## FROM THE ASSIGNOR

Below is a number of basic game situations that referees will encounter. They can cause problems if you don't do your homework and prepare.

Remember, you are always responsible to know the rules of competition in whatever league, tournament, or assignor you work for. As such, always read through ECYSA exceptions to the rules regarding Grade 4 & Grade 6 games. You will find these under the REFEREE tab on ECYSA homepage.

Consider carrying the following items in your referee bag:

Sunscreen, bug spray, each wrapped in their own plastic bag in case they leak. Water, sensible snacks, extra pens, pencils, cards, whistles, paper, clipboard with your day's printed schedule on it and to hold rosters on while checking in teams, elastics to hold passes, or freezer bags to store passes and rosters in. A large trash bag to store your stuff in, in case it is wet and rainy. **Black** ball cap to cut down glare. For cold weather bring extra garments to wear under your shirt, thin black gloves, black winter hat, black sweatpants. Any extra clothing you opt to wear should be **black**.

Why arrive at the field 30 minutes before you kick off your first game? You have a lot to do. If you have the first game of the day on the field, your job is a little easier.

- Referees must check field for dangerous situations.
  - Stone and /or broken glass on the field
  - Manhole and sprinkler covers
  - Deep holes or standing water pools on the field
  - Equipment located off the field but not close enough for players to run into. i.e., Lacrosse nets
  - Protruding objects such as sprinkler heads that are above the field level which present a trip or falling hazard.
  - Broken goal frames.
- Referees should walk the field to check the field markings, goals and flags.
  - Goals and Nets

Ensure that the nets are secured to the goal post and cross bar and do not have large holes. Goal frames must be safely and securely anchored to the ground, so the wind cannot blow them over during a game. Goal Frames can be spiked into the ground or weighted down with soft objects. Bricks and concrete blocks shall not be used to secure a goal from blowing over.

Nets must be used and be securely attached to the goal frames. Games may be played without a net.

Your referee bag should be placed between the teams about 6 – 10 feet from the touchline. Check in teams. Referee retains the roster and passes for each team until the game is completed. Keep them in separate quarters of your bag so as not to mix them up.

Driver's licenses are not acceptable for coach's cards. Coaches card from other Mass. Leagues are not acceptable.

Coin toss with captains. Start game.

- Late Arriving Players:
  - It is not unusual to have a player arrive late for a game. Prior to kickoff, ask coaches if any players will be arriving late. If yes, tell coach to send that player game ready to you with their player pass when they are ready to be substituted into the game.
  - Delay restarting the game for a moment and do an equipment check on the field. Then, **PUT THE PASS INTO YOUR DATA WALLET, NOT YOUR POCKET.** Every time a goal is scored, or a player carded, the pass will be in your way.
  - At half time take the pass from your data wallet at half time and check it against the corresponding team's roster. Make sure everything matches up. Now you can put it with the rest of that team's passes. If said player arrive during the second half, follow the same procedure at game's end.

Is there already a game being played on the field you are working? About 20 minutes before you kick off find the teams you are refereeing and get them checked in. Referee retains the roster and passes for each team until the game is completed. Keep them in separate quarters of your bag so as not to mix them up.

Coin toss with captains. As soon as game ahead of you finishes, get your teams ready to play. **CHECK THE GOAL FRAMES.** Never assume the referee ahead of you did their due diligence. Goal frames secured? Start your game. Not secured? Home coach **MUST** fix it. I don't care how much they whine. It's their job **AND THEY KNOW IT.** We call this doing your job like a professional.

You may be scheduled to referee more than one game. This can make for a long day. What should you bring with you to the field?

You checked where you are working that your referee bag is ready to go 48 hours before your games.

- Wear your uniform properly and with pride.
- Socks should be up and shirt tucked in. if it is cold put on additional layers **UNDER** your referee jersey.
- Under garments and hats should be **BLACK. Do not let the undergarments extend beyond the uniform, i.e., long sleeve turtlenecks should be under long sleeve referee jerseys only. Compression shorts should not extend beyond the referee short.**

Have data wallet with a pen in shirt pocket. Pencil tucked into your referee sock. Yellow/red card whistle, flipping coin in shorts pocket Wear warmups or other weather related gear, if necessary. Get to the field with no electronic distractions. Put your cell

phone in your ref bag. Check phone as necessary between games for game or field updates. **LOOK LIKE YOU WANT TO BE THERE.**

Time to do your game(s) You are expected to know the **Laws Of The Game** and apply them to the best of your ability

Upon completing your game move towards your referee bag that you placed between the teams about 6 – 10 feet from the touchline. It is vital that you watch and listen to the players and coaches as they go through the handshake line (or whatever is prescribed in the COVID 19 era) Once teams have gone back to their technical/ team areas you can fill out the game card. Remember to get all names and numbers of anyone that was entered into your data wallet during the match.

Give a paper copy to the respective coach along with their roster and passes. **ALWAYS** remind coaches to check everything and make sure they have it all and that it belongs to them.

### **Game management tips**

#### **Kick offs**

You have checked the field, goals, checked in the teams, and done the coin toss with captains. Let's play!

Consider the following check list for EVERY kickoff. Stand on the same half of the field as the team with the kick about 10 yards behind the halfway line and 5 – 15 yards from the touchline with your back to the spectators. This position keeps you out of the way for the start of play.

Prior to EVERY kickoff count the numbers of players for each team that are on the field. It's important that the numbers are right. Do the technical (team) areas appear in good order? Field players ready? Start your watch, then blow the whistle and start running to keep up with play. Do this for EVERY kickoff. If players kick the ball and start play before you have whistled to start play use multiple whistle blasts to stop play. The kickoff shall not happen until you are ready and then blow the whistle to start play.

**Substitutions:** When teams can sub into a game is clearly covered in the ECYSA rules. A very good habit to get into is to check the halfway line between the benches and look for subs at every substituting opportunity. Coaches will lose patience if you never look and they must shout to get your attention.

#### **Injured players**

A referee's job is to keep a game *safe, fair, and fun*. Safety is always first. If a referee whistles and stops dynamic play (halts the game) to attend an injured player, that player **MUST** be subbed out of the game. *Yes, even the goalkeeper*

If play has stopped due to a restart of any kind and you see an injured player, delay the restart and check on the wellbeing of the player. If the referee deems the player as OK that player can continue to play. If the referee deems the player as injured, that player must be subbed out.

Once the referee has beckoned the coach on to field to attend to their player, it is strongly advised that the referee get 20 – 30 yards away from the injured player and coach. If the coach deems it necessary to berate the referee, you are 20 – 30 yards away. Everyone hears what the coach has said. It makes it very easy for the referee to either verbally warn, caution (show yellow card) or send off (show red card)  
Staying close to the injured player and coach makes the referee a target for an angry coach. Move away!!

### **Spectators**

A referee should NEVER engage a spectator. A referee is not at the game to be a verbal punching bag. As soon as a spectator starts getting vocal or argumentative stop the game, if not already stopped for a restart, or at the next stoppage and call the appropriate coach over and tell the coach to get that person in line and if that person continues, you will summon the coach again to dismiss the spectator.

A coach or spectator will be a problem for as long as you allow them to be.

*Please note that it is only a very small percentage of coach's or spectators that behave poorly*

### **Free kicks**

Once the whistle has blown because a foul or infraction for an indirect free kick (IFK) or direct kick (DK) the referee needs to get into position for where the kick might go. Don't stand at the spot where the kick is happening. Referee should be looking for fouls and offside.

### **Issuing Cards to players or coaches**

There will be the occasional game where the referee must take punitive action on a player or coach. These can be traumatic, depending on the referee's age and experience. If a player or coach is becoming problematic, try these things. If the issue(s) are marginal have a quiet word with the person at a stoppage in play. Get within 6 – 8 feet and speak in a calm and professional manner. This is called preventative officiating. People that understand the game will appreciate it. Sometimes a quiet word is not an option and you must issue a yellow card. Again 6 – 8 feet away from the person you are dealing with. No yelling or other histrionics. Be calm and professional. Hold the yellow card above your head as high as you can for all to see. Once administered write the player's number into your data wallet. The same holds true on a red card. If a player is shown a red card remember that they must exit the game. They will not be allowed to play anymore that day AND that team will play with one less player.

## **WHISTLE USE**

### **The whistle must be used in these cases:**

- 1) All kick offs
- 2) To stop play
  - for a free kick or penalty kick
  - if the match is suspended or abandoned
  - when a period of play has ended due to expiration of time
- 3) To restart play for (ceremonial restarts)
  - free kicks when the appropriate distance is required
  - penalty kicks
- 4) Restart play after it has been stopped due to (ceremonial free kick)
  - the issue of a yellow or red card for misconduct
  - injury
  - substitution
- 5) Ball that has gone over the touch line, or over the goal line, but was quickly kept back in play. Play must be whistled dead, and proper restart applied.

The whistle is NOT needed in these cases:

- 1) To stop play
  - for a goal kick, corner kick, or throw in
  - an obvious goal
- 2) To restart play from:
  - a free kick, goal kick, corner kick, (where distance is not requested by kicking team) throw in

Even though the Laws Of The Game do not define it, it is also recommended to use the whistle after public, verbal warnings against players.

Furthermore, the Laws Of The Game recommend using the whistle carefully. Overusing the whistle will cause players and coaches to begin to ignore the whistle.

A whistle that is used too frequently will have less impact when it is needed. When a discretionary whistle is needed to start play, the referee should clearly announce to the players that the restart may not occur until after the whistle is blown.

## Checking in Teams

1. Go up to a coach from a team and introduce yourself.
2. Ask the coach to have their players get into a straight line, then hand out player passes. Then ask coach to hand you the roster.
3. Make sure the coach fills out the player's numbers on the roster prior to you taking the roster. **OR, you can do it as you check in players**
4. Allow the coach to hand the player passes out. Never hand them out yourself.
5. Once this is done, ask for the coaches passes. **LOOK CLOSELY** at them. Does the photo match? Is the current seasonal sticker on it? **Coach Credentials on lanyard and visible if coach is 18 or older. Does it match coach pass?**
6. Ask for the team's attention and make sure all players are not wearing jewelry, watches, wristbands, necklaces, and plastic/ metal hair clips.
7. Have the players hit their shin guards. Anyone wearing pants have them lift them up so you can see their shin guards. Each leg!
8. Check all cleats by having them put one heel into the ground, thus exposing toe section of cleat.
9. Next, go to players and have each one hand you their player pass. With player pass in hand, check name and date of birth on pass. Does it match up with the roster? Spelling? Have the player turn around and show the number on their jersey. Match with number on roster?
10. If the team is the **HOME** team, coach should give you the game card, which should be filled out prior to them handing it to you.
11. **Remind coach to keep players, equipment, and do their coaching from the technical (team) area. Also, subs at the halfway line and ready to come in when beckoned by the referee.**
12. Repeat procedure with the other team involved in this game.
13. Retain rosters and passes until teams have gone through handshake line and all info has been filled out on game card. Then give them back. Each coach gets a copy. You keep cardboard piece.

Referee Game fees will be established prior to the start of the season.

G-4	Referee	\$30		
G-6	Referee	\$35		
G-8	Referee	\$45		
G-10	Referee	\$60	AR	\$30
G-12	Referee	\$65	AR	\$35