

## **REFEREE IN-SERVICE TRAINING NOTES 2008-2009**

### **General Information**

Prior to e-mails or phone calls, please check the referee section of the web site at [fullertonrangers.org](http://fullertonrangers.org) to see if the information you need is posted.

For questions about items not covered on the website or this handout, contact the director at [dir.referees@fullertonrangers.org](mailto:dir.referees@fullertonrangers.org).

### **The Referee**

Soccer officiating is the only position in which perfect judgment is expected from the start with steady improvement thereafter .....We expect you to be observant, do your best, and above all **protect the players**.

All of the Ranger referees must attend a 16 hour U.S.S.F. referee course and/or be currently registered with the U.S.S.F in order to participate in the referee program.

Referees and assistant referees should not officiate in a division that they have a brother or sister playing.

Referees need to be at the field 15 minutes prior to game time wearing the proper uniform. Don't forget your tools: whistle (recommend 2nd with different tone), flags, coin, pens, watch (recommend 2), and water.

Educate players when you can. Explain the foul calls especially to the younger players. Keep the games moving. Do not waste time with trifling calls, call what needs to be called but keep the game under control.

When you use your whistle, blow it **loud** enough for all to hear. Give clear arm signals. If you give an incorrect signal –correct it before play is restarted- but give the players time to reposition themselves. If play has restarted – let it go. Only exception is when a direct kick goes directly into the goal when it should have been an indirect kick. No goal, restart with indirect kick.

Your conduct at the field should be professional. Remain calm. Do not engage others in verbal sparring. Worst case – suspend the match and leave the area. Be sure to write a report and call the Director of Referees.

### **Registration / Training**

All referees should have current USSF patches. Registration for 2008 is closed through Cal South, last years Grade 8 registration was \$40. Currently the online registration system

is not yet open for 2009. Check the website: <http://californiareferee.org/>. After you

have completed 11 regular season games for FRYSC, your registration can be reimbursed, fill out the FRYSC reimbursement form.

You may try to register for other classes to obtain a current patch. Check the website: [http://californiareferee.org/index\\_files/Page392.htm](http://californiareferee.org/index_files/Page392.htm). FRYSC will reimburse you up to \$50 with receipt for a class that you complete.

The <http://californiareferee.org/>.and <http://www.usoccer.com/referees/index.jsp.html> websites are good sources to learn more about soccer rules and interpretations.

## **Mentors**

The mentor referees are selected by the Director of Referees and are usually referees with several years of refing experience. They are used to work one on one with newer referees and are in charge of all matches at the field sites. They have full jurisdiction to work on and off the field to insure the laws of the game and codes of conduct are upheld. You will be able to tell whether or not a mentor referee is present at your field site by looking for the ref with the blue shirt. Coaches and parents are asked not to question calls made by the referees and are asked to direct their questions to either the mentor or Director of Referees. If you request to do higher division games or move from AR to Ref, a mentor may be assigned to assess your abilities before and after a change in the level of games you are refing.

## **Uniforms**

Wear the proper uniform -- yellow referee shirt (tucked in) with current patch, black shorts, black long socks and black shoes. When you are wearing the referee uniform, you are representing all of the FRYSC referees. New refs doing 5 regular season games for FRYSC will receive their uniform at no cost for completing the FRYSC training class. Uniforms and "tools" may be offered for purchase through FRYSC.

## **Scheduling of Games**

Signups are held Sunday evenings at the Ranger Station, 1040 S Raymond Ave. Suite C, Fullerton, (92831) Times will be announced. Contact the assignor at: [referee.assignor@fullertonrangers.org](mailto:referee.assignor@fullertonrangers.org). Turn in games cards at sign-ups.

## **Pay Scale**

The pay rates approved for 2008-2009 are basically the same as last year. See the chart at the end of this handout.

## **Rule Changes**

In your Law book, changes are noted with a vertical line "I" next to the change. No significant changes were made to the Laws this year.

## Game Day

Check the weather prior to leaving home. If needed, check the FRYSC website <http://www.frysc.org/tm/4/5/18> or call 526-3772. Field locations are also given on the website. If it begins to rain during the match, the match will continue and will not be suspended unless there is lightning or the field becomes muddy.

Before you are dropped off, check for complete uniform and your “tools”.

Walk the field and check for holes, rocks, etc. Check the Nets, corner flags and goal placement.

At least 15 minutes prior to game time, begin the check in process. Check Coaches or Administrators Passes. In CYSA-S, all registered individuals who are not players or referees are Administrators – this includes coaches. The only difference between a coach and a manager, team mom, etc. is that a coach's Pass will have his/her license level (E, D, C, B or A) near the top. Coach License numbers are not printed on the Pass. And coaches are often filling the position of both coach and manager – they do not need two Passes for this, the one is sufficient for both duties/titles. No coach or administrator pass, no game.

Check player cards against the game (line-up) cards. Coach to sign his own card before the game starts. If player cards are not available at the start of the season, you must check the Parent Release/ Liability forms (aka White sheets). Check player uniforms including shin guards. Check goalie shirt color. NO JEWELRY, earrings are not allowed. If they can't remove them, they don't play. There will be no exceptions. Medic alert bracelets are allowed but must be taped down. Sunglasses are ok if they are prescription only.

No hard casts, no padded hard casts. No player wearing any device or item that endangers others shall be permitted to practice or play in any FRYSC sanctioned game or tournament. There shall be no waiver of this rule. This includes, but is not limited to hard casts, or braces/soft casts with metal or hard plastic supports. When in doubt a coach must receive written authorization from the Director of Referees prior to allowing the player to play. This will be a request made in writing explaining the type of device, description of the device, and a physician's release if prescribed by a physician, which states the player may play and the existing injury will not be aggravated by the physical nature of the game. Personal Doctors release may be needed before allowing an injured player into the game.

Remind coaches to control their sideline and stay within the technical area, 5 feet back from the field and within 10 yards from the halfway line (the distance of the center circle). Collect your fees. Coach must have correct denominations of bills for you; you are not required to make change. Cleats are optional. Tennis shoes are allowed.

No shoes with toe cleats allowed. (Grinding off toe cleat on football or baseball cleats is allowed.)

Give any special game instructions to players and coaches. Confirm length of half. Remind them of substitution rules. Check players ID cards with the game/lineup cards. Return player cards to coach.

5 minutes prior to game time, referee to give any special instructions to assistant referees: watch feet on throw ins, stay even with 2<sup>nd</sup> to last defender, following the ball to the goal line, discuss calling fouls in the penalty area, how to get the referees attention and how to briefly discuss an issue on the field. Assign a club linesman from home team if short an AR.

3 minutes prior to game time, call for captains. Record the numbers of the captains. Verify the home team. **Visitor** calls coin toss, winner selects the goal to attack. Check the ball supplied by the home team.

Start games on time. If a team is short players, blow your whistle at start time, the team has 15 minutes to have the minimum number required for the division being played. If they don't have the minimum the game is a forfeit. Enter 1-0 in favor of the team with the correct number of players. Be sure to write on your game card which team did not have enough players. If the needed players show, the game proceeds with the clock running from the scheduled start time. Assistant referees check in late players when they can. Do not stop the game to check in late players. If a team is playing short the late player(s) may step onto the field at the direction of the center referee.

## **Play**

Use your whistle, **loudly**, to control the game. Protect the players, especially the goalkeepers.

Fouls: Referees be decisive with your calls. Base them on what you see or your AR signals. ARs must flag fouls not seen by the referee, especially on a full size field by raising the flag and with a slight wave get the refs eye; then signal which direction the kick should be taken. Remember to educate the younger players on why you called a foul. Never punish players by not calling fouls because a coach is out of line. Discipline the coach.

Offside: Assistant referees, stay in line with the next to the last defender or follow the Ball, whichever is closer to the goal, to call the offside and see if the ball crosses the goal line. Remember, for offside to be called, the player must participate in the play by interfering, playing the ball or forcing an opponent to run to play the ball before the call is made. Center referees, please make eye contact with you're A.R.s when the ball is played through for the offside flag. If you agree, then call it. If not, wave it off.

This applies to all Divisions. ARs maintain your position with flag raised until the referee sees you. If a goal is scored **MAINTAIN** your position. If a goal is **not** scored, and your referee does not see you and play is continuing, reposition yourself and bring the matter up at the half or end of game.

There is offsides in division 5 upper and lower. Please call it and protect the keeper, especially in division 5. If it looks like the keeper has possession or is about to grab the ball with their hands and an attacker is about to kick it, blow your whistle. One finger on the ball is sufficient to show control. **Be safe rather than sorry.**

Throw ins: Both feet on or behind the touch line when ball released. 2 hands, start behind the head and cannot be on their knees. Defenders must be 2 yards away. Division 6 gets 2 tries before a turn-over. No second try for Division 5 lower and up.

Goal Kicks: The ball shall be placed on or behind the goal area lines. The ball must be kicked beyond the penalty area lines. Remember the ball is not in play until it has left the penalty area. The kicking team may reset the ball when it is placed on the ground if there is no measurable delay to the game. Warnings should be issued prior to a Caution for delay; in either case, the restart is still the goal kick.

Handballs: A hand-ball must be deliberate. Just because the ball bounces into a hand or arm does not mean it's a hand-ball. If a player is protecting themselves and the ball hits their hand, and the intent is to protect them and not to play the ball with their hands, then do not call a hand-ball. If they move their hands to knock the ball down, then it is a hand-ball. Don't let coaches or players influence your call. Look at where the player's hands are when they strike the ball, are they in a normal running position or are they raised. If they are in a normal position, then it is not a hand-ball. If they are raised, then possibly it's a hand-ball, depending on if they hit the ball or if the ball hits them. Protection by crossing chest or face must be just that, protection. At higher levels like Division 4 and up ask yourself if they need to protect or can they move and play the ball with another part of their body. If they can move to play the ball, it should be called a hand-ball.

Restarts: Caution defensive players preventing quick restarts by the offense. Note, if you intend to issue a card, do not allow the restart until you have issued the card.

Free (Direct or Indirect) Kick Back To The Keeper By Teammate : If a player deliberately kicks the ball back to the keeper it is an indirect free kick **not a penalty kick** from where the keeper picks up the ball, but must be placed outside the goal area for the

restart. It must be deliberate and it must be kicked back by a teammate. If the keeper does not touch the ball and it goes in the goal, it is a corner kick for the other team. If the kick back touches a player and it goes in the goal, it is a goal.

Interference: If a player is judged by the referee to have picked up the ball due to hearing a whistle from another field, it should not be called a handball. Restart with drop ball.

Noise Makers: Using noise making or amplifying devices such as those known as Air Hornets, or Hornets, Matracas, etc. they are not appropriate for use at youth matches, especially those played at public parks, schools and private fields where local citizens and neighbors can be effected by them. Please do not allow these to be used by the fans or members of the teams during your matches.

Substitutions: For recreation games: allowed on throw ins, goal kicks, kick offs, for an injured player or a yellow carded player (required). They may be requested by coaches or players, signaled by the ARs, to be granted by the referee when substitutions are allowed. Time is not a factor; subs should be granted even if only a short time remains in the game. Refs may indicate to the coach time remaining but should not deny the substitution. Even though the opposing coach/ team may call for delay for apparent stalling, it is the Referees decision. Reciprocal substitution is allowed. ARs to assist referee in verifying number of players leaving and entering the field, 1 for 1. They must enter from the half line. Do not delay the game for subs that are not ready to enter the game.

Injuries: Severity of injuries determines whether play is stopped immediately. The referee must determine if the player is hurt, is faking, or, possibly, a younger player who falls to the ground with each touch. In the case of the younger player, move to his location and ask if he can get up and play, protecting the player if needed. If play is stopped for injury, only the injured player may be substituted. Blood is not permitted on the players or their uniforms. Change of uniform may be needed prior to reentering the game. The referee determines when and if an injured player may return. Time continues to run on injuries.

**Note:** all injuries requiring **more than first aid** must be noted **on the game cards** and a **separate match report** write up and a **report to CYSA-S**. The form to be used is: [http://www.calsouth.com/referee\\_youthsoccer.htm](http://www.calsouth.com/referee_youthsoccer.htm) , Referee Game Report.

Ejections: Any coach, player or spectator ejected from a match for violent conduct, a second caution for dissent, or foul or abusive language must leave the field immediately and refrain from any contact with the referees for the remainder of the match as well as immediately following the match. They are also suspended from attending, participating or coaching the next scheduled match. A separate match report is needed when an ejection of anyone occurs or other incident, such as bad behavior, happens at a game.

Remember, only players or substitutes may be given yellow or red cards; coaches, administrators and others may only be verbally warned or ejected.

Game cards are to be marked to show cards and ejections. Turn in the game cards at Sunday signups. If you cannot make that Sunday's signup, have one of the ARs turn them in or ask another ref doing a game on an adjacent field or a ref doing a game after yours. We need the game cards as soon as possible.

Specials: Division 6: If you are officiating division 6 you need to make sure you are aware of the modified restarts. If they make an improper throw in, correct it but let them re-take it. Goal kicks and corner kicks should be taken correctly. You are not only referees, but coaches. If they don't do it right, please correct it. Don't let things slide just because it's division 6.

Notes on Signature League: In Signature League, substitutions are allowed at the ref's Discretion. See the website:

<http://www.calsouth.com/signatureleagues.htm#rulesandforms>

End of Game: FRYSC players and coaches are to meet and shake hands at the conclusion of the game. Should disruptive behavior occur, players and coaches may be carded or informed of the possibility of sanctions for actions you witness until you leave the area of the field or parking lot. You must indicate the score, cautions and sendoffs, sign the cards, have the coaches sign the opposing team's card and drop them off at the next signup session.

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## Game Duration / Number of Players / Ball Size

Length of game	Players on field / team Max / Min	Ball Size
Div. 2 = 2/40 min. halves	11 / 7	5
Div. 3 = 2/35 min. halves	11 / 7	5
Div. 4 = 2/30 min. halves	11 / 7	4
Div. 5 = 2/25 min. halves	8 / 5	4
Div. 6 = 4/12 min. quarters	7 / 5	3

Minimum 5 min halftime

## REC. GAMES

*DIVISION 2 \$ 104.00: REFEREE \$ 50.00 ASST. REFEREE \$ 27.00 EA*

*DIVISION 3 \$ 64.00: REFEREE \$ 30.00 ASST. REFEREE \$ 17.00 EA*

*DIVISION 4 \$ 46.00: REFEREE \$ 20.00 ASST. REFEREE \$ 13.00 EA*

***DIVISION 5 \$ 35.00: REFEREE \$ 15.00 ASST. REFEREE \$ 10.00 EA***

***DIVISION 6 \$ 12.00: REFEREE \$ 12.00 NO ASSISTANT REFEREE***

**SIGNATURE GAMES**

***U-10 \$ 49.00: REFEREE \$ 25.00 ASST. REFEREE \$ 12.00EA***

***U-11/U12 \$ 70.00: REFEREE \$ 36.00 ASST. REFEREE \$ 17.00EA***

***U-13/U-14 \$ 80.00: REFEREE \$ 40.00 ASST. REFEREE \$ 20.00EA***

***COLLECT ALL FUNDS FROM HOME TEAM COACH PRIOR TO STARTING MATCH. NO MONEY, NO MATCH.***

***CENTERS – MAKE SURE YOU GIVE YOUR ASSISTANT REFEREES THE CORRECT AMOUNT.***