

Referee Responsibilities

- 1) Check in at the registration tent prior to your first game. Collect your volunteer shirt and verify your referee certification. Read and be familiar with the tournament rules, and the referee responsibilities for the tournament.
- 2) Show up in uniform, or wear your camp volunteer shirt. Make sure you have a whistle, timer, and a good writing utensil or two. Additional supplies are available at the registration tent.
- 3) Collect the line-up card from the registration tent 15 minutes prior to your scheduled game.
- 4) Introduce yourself to both head coaches, and ask them for a team captain for the coin flip. Verify that any volunteer(s) on the coaches' sideline are approved on the lineup card. All team volunteers not listed on the lineup card must vacate the coaches' sideline. Work with the coaches to ensure that ALL spectators are on the spectator sideline. Spectators should not be allowed to remain on the coach's sideline, or behind the goal line.
- 5) Perform an equipment check, and perform the coin flip.
- 6) Verify that each team has the required number of players to start the game. Games may proceed with either or both teams playing up to one player short. The other team may, but is not required to play down in this situation. If a team does not have enough players to start, award the other team 1 point at the start of game time. After 5 minutes, the game will be called a forfeit with either a 1-0 win for the participating team, or a 1-1 tie if both teams are short. Indicate forfeit on the game card.
- 7) Monitor all player substitutions, and allow them in on the first proper out-of-bounds or score AFTER they are at midfield waiting to come in. Substitutions are not allowed on free kicks or other stoppages. Monitor the gender requirement for all divisions. Improper substitution (especially intentional or repeated) should result in a yellow card. Be aware of the 50% playing time guideline and inform the coach if you feel it may be in jeopardy.
- 8) You are the time keeper. 8U games will be two 15 minute halves with a 5 minute half time. All other divisions will play two 20 minute halves with a 5 minute half time. In general, use a running clock, but you may stop at your discretion for injury situations or any other reason. You may not allow the game to run in to the next teams' scheduled game time, however.
- 9) Monitor the weather. Visible lightning or audible thunder will necessitate a minimum 30 minute delay of games. Stop the game and record the remaining time on the line-up sheet. All players and spectators must exit the field to their vehicles or to the permanent park shelter. Turn the line-up sheet in to the registration tent until games resume.
- 10) Call the game. Enforce the rules of the game.
- 11) We will card players if required, and record cards on the line-up sheet. Any player receiving a red card will be removed from the current game, and the team will play short for the remainder of the game. In addition, that player is not eligible to participate in the next scheduled game. Any player receiving two yellow cards is effectively issued a red card. Any player issued a Yellow Card may, at the referees discretion, be asked to temporarily leave the game (substitution is allowed similar to injury situation) if the referee deems it necessary.
- 12) Record all scores. All Boy's goals will count as one point, and all girl's goals will count as two. Separate columns will be on the line-up sheet for girls vs boys goals to simplify keeping track of this. Then calculate points at the end of the half, and the end of the game.
- 13) Provide explanations to the coaches when requested at half time or after the game. You should not submit to any negative or derogatory conversation. Simply suggest that the complainants go to the registration tent and request a discussion with the tournament coordinator. Report any issues to the Tournament Director immediately following the game, or before if necessary.
- 14) Indicate the game winner on the line-up card. Indicate the final score on the lineup card (necessary to complete any tiebreak situations). Make sure any red or yellow cards are recorded on the lineup card. Be sure to include the penalized player's name. Make sure any forfeit situations are indicated on the lineup card
- 15) Award each team a sportsmanship score, between 0 and 10 points, with 10 being the best, along with any supporting comments for either team on the back of the line-up card. This will be used to determine the winner of the sportsmanship trophy. Please note that tournament average should be 5 points. Please document reasons for awarding significantly more or less points. Any score less than 3 or more than 7 should include explanation. Points will be awarded in 3 separate categories - Play on the field, Coach and Players on Sideline, and Spectators.
- 16) Turn the line-up card in to the registration tent.
- 17) Prior to the start of games on Sunday, meet as a group to discuss the winner of the sportsmanship trophy.

Advice or Considerations for Sportsmanship Scoring

We consider good sportsmanship to be the NORMAL behavior at all times. As such, normal AYSO good sportsmanship, while outstanding in many cases, should be considered average, or the expected norm. Talk to your AR's and club linesman prior to the game, and ask them to pay attention to these criteria. All three categories should start at a 5 score, and then be adjusted up or down based on any of the following considerations.

- a. Players on the field
 - i. Players played hard regardless of score.
 - ii. Respectful of referees, coaches, teammates, and opposition
 - iii. No excessive dramatization on injuries or fouls.
 - iv. Quickly accepts referee calls without dissent
 - v. No excessive celebration - especially if aimed at the opposing team.
 - vi. No stalling.
- b. Coach and sideline
 - i. Ready to start on time and organized.
 - ii. Respectful of referee, players, and opposition
 - iii. Follows proper substitution protocols
 - iv. Maintains gender requirements, and 50% play rule
 - v. Encourages team. Positive Coaching
 - vi. Congratulates opposition on good plays
 - vii. Post game formalities - handshake, thank referees
- c. Spectators
 - i. Cheering for players.
 - ii. Supportive of referees and opposition.
 - iii. Congratulate opposition on exceptional plays.
 - iv. Encouraging players.
 - v. Not coaching from sidelines - Do not tell players WHAT to do with the ball. Instead celebrate their decisions and reactions on the field after the fact!
 - vi. Maintain proper distance from field.
 - vii. Stay on Spectator Sideline. Do not watch games from behind goal area, or coach sideline area

Winning or losing should not be considered in sportsmanship points, however, a winning team that does not make adjustments to keep a game close should be penalized, and a losing team that does not continue to compete hard should also be penalized. Body language should be considered, rather it be excessive celebration from a play, or an extreme negative reaction to a game getting out of reach. We want kids to celebrate and be emotional on the field. Make sure it is not done in a derogative fashion that either brings their own team down, or rubs it in to the opponent.

ADVICE FOR REFEREES

- BEFORE THE GAME
 - Game Kicks off on the hour, unless you decide otherwise. Game completes by 10 till no matter what
 - Forfeit Rules - Must be able to field 1 less than field roster to start (including gender requirements. 1 point penalty on the hour. Game forfeit at 5 minutes after. Forfeit results in 1-0 score, and mark Forfeit on card. Both teams forfeit results in 1-1 tie and mark forfeit on card. Rate sportsmanship based on your time with them. Do not penalize sportsmanship based on forfeit.
 - Equipment Check at 5 minutes till. Shin Guards Covered by socks, shirts tucked in, no jewelry, no hard braces or casts. Ask for team captains and do coin flip. Visiting team calls. Winner picks which field to defend to start the game.
 - If you do not have AR's request club linesman from team(s) and provide them flags. Verify ball in and out of bounds with linesman.
- During the game
 - Open substitution. Players must be waved in by ref, and standing at mid field prior to dead ball. Sub on own goal kick, own corner kick, own throw in, or when the other team substitutes.
 - On injury, if play stops, injured player MUST leave the field. That player may be subbed for, but no other subs at that time.
 - Gender Requirement must be maintained. Teams that cannot meet may play short i.e. if a girl gets injured, a team may play with 1 girl, and short 1 player. Opposing team is under no obligation to match field strength (pull a player) but should they choose to, it should be reflected in sportsmanship score.
 - Team must field at least two less than field roster (for instance, 4 on a 6v6 team) in order to continue a match. If they cannot, game is forfeit. If forfeiting team is ahead, score as a 1-0 win for opposition, otherwise use game score. Write forfeit on game card.
 - Count goal by gender during play. Add goals to calculate points and verify score with coach on the half and after the game
 - Card when needed. Note cards on the game card. Yellow does not need to sub out. Ineligible players due to red cards from previous game will be notated on your game card.
- After the Game
 - Verify score with both coaches, and ask for initials on card.
 - Score Sportsmanship.
 - Verify Names on any carded players
 - Turn in Game Cards in a timely manner.

- Division Specific
 - All Divisions - Slide Tackling allowed, but STRICT contact restrictions
 - Any contact during a slide tackle should be considered a foul.
 - Any slide tackle with NO contact on the ball should be considered dangerous play, and consideration should be given for a yellow card (or red if intentional or with malice)
 - Any slide tackle from behind should be considered dangerous play, and a yellow card is required (or red if intentional or with malice, or if committed during a breakaway situation).
 - All Divisions - substitution violations will receive strong consideration for yellow cards.
 - 10U and up - Keepers, and Offside. 6v6, 20 minute halves, and 5 minute half time
 - 12U and below - No Heading
 - 8U - No Keeper, No Offside, 5v5, 15 minute halves, and 5 minute half time.
 - 8U - No PK's during play, all in goal box penalties moved out of the goal box. All free kicks are direct.
- Overtime
 - Pool Play Games result in a tie.
 - Elimination Games -
 - coin flip (home makes call) for 3 minute sudden death overtime. Winning flip may pick a goal to defend, or may take the ball, other team gets opposite choice.
 - Second 3 minute sudden death overtime, with opposite team making the above choices
 - ALL Players on the team line up for PK's in any order, at mid field. First shooter closest to center line. Coach lines up in the Keeper spot. First 5 players will alternate shots, and return to midfield to back of line. If still tied, sudden death (shot and shot) shootout continues until winner is decided.
 - 8U Division Overtime Rules will follow other divisions, except their will be NO keeper for any PK shootout. First shot any player takes is from the penalty mark. Second shot any player takes is from the top of the circle. Third shot any player takes is left footed from the top of the circle.
- Other Information
 - Each game worked receives a ticket good for ONE concession item
 - There is a referee tent with water, juice, and fruit available
 - In case of issue, or injury, first contact registration table at 319-330-0793
 - In case of emergency, contact tournament director at 319-330-3957