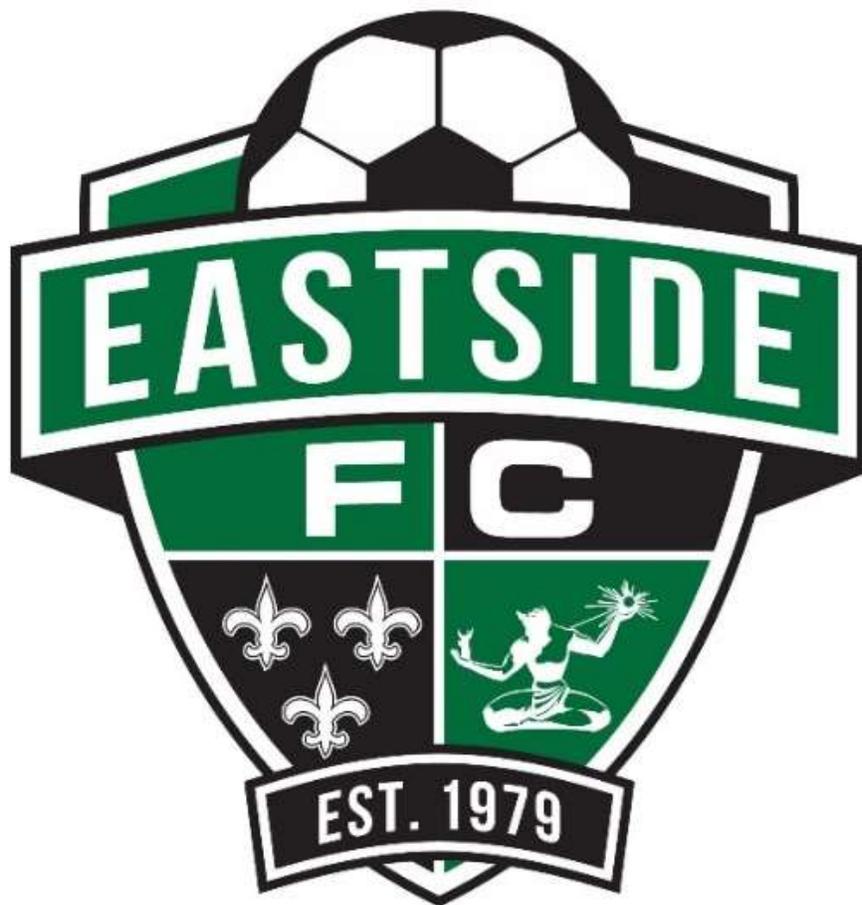


Eastside FC

2018 Spring Season

REFEREE INFORMATION
PACKET



Fall 2017 Referees

Director of Referees – Tom Corsentino referee@eastfc.org 586-709-3509
Referee Assignor - Christie Corsentino gpsaref@att.net 313-623-2790

Top Questions from previous years:

* **Do I get paid even if the game is rained out?** If you arrive at the field and the coaches decide not to play, or lightning starts (in that case you **Must** leave the field), then you get paid by the coaches at the field. If you arrive at a scheduled game and the teams are not on site, you will get paid, notify the assignor about this and you will be sent a check. If the assignor notifies you that the game has been canceled before you arrive, then you do not get paid.

* **Where do I get a referee uniform?** You can find uniforms at most stores with soccer equipment.

Official Sports: <http://www.officialsports.com/>

The Referee Store: <http://www.refereestore.com/>

Sator Soccer: <https://www.satorsoccer.com/Referee/departments/23/>

* **Can I arrange to ref with my friends?** Most of our entry level games use ONE referee on the field. If you are old enough to be a sideline ref at U11 and above then we can try to accommodate. But no guarantees. This is a job.

* **How do I get more games?** We have many Recreational level referees and try to spread out the assignments. But if you keep checking your email and you continue to respond positively, are timely, and let me know your availability on busy weekends, the assignors will be happy to keep sending jobs your way. Many of our Metro and Travel refs find they have more than enough games because they have continued to accept games in a timely way...

* **What do I do if I cannot ref a game I accepted?** If the game is in less than 48 hours **CALL**. Otherwise contact your assignor via email or text, if you do not get a response to your email or text, **CALL**.

Eastside FC uses only certified referees

- Check <http://michiganreferee.org> for classes if you want to upgrade certification.
- The State of Michigan requires that you recertify every year.

Eastside FC Assigns...

- U7-U10 Recreational League
- U12 and U14 Metro Travel
- MYSL Select U9-U14

- If you want assignments in other leagues let me know and I will give you contact names of other Assignors.

- Eastside FC Assigns using an online system at GameOfficials.net, this is the same system that is used for registering for classes and taking certification tests.

Referees Should...

- Get to the game early
- Look the part
- Take charge and be confident
- Blow the whistle hard
- Run the field
- Know the Rules
- Be Organized
- Check GameOfficials

****Please note, you will have 3 days to accept games or the system will automatically decline for you.**

GameOfficials Instructions for Eastside FC Referees

1. Eastside FC will be using www.gameofficials.net for assigning games.
2. For you to receive assignments, the Eastside FC the assignor has to certify you and add you to a custom list for Eastside FC. If you want to referee for Eastside FC you need to email the assignor with your name as it appears on your USSF certification.
3. When you login to GameOfficials, make sure you have your identity set to MI Ref Assigning [Group 1308]. You will see a list of documents that will help you with setting up your profile, setting work area preferences, setting your availability as well as printing your schedule.
4. GameOfficials will allow you to put 3 emails in your profile and a cell phone number for text messages. You will be notified to all of the above if you set it up for assignments and game changes. Please make sure the 1st email is the referees email. The other 2 are for parents.
5. GameOfficials works differently than previous systems. You have to set up when you are available to referee games, by default you are unavailable. If you do not mark yourself available, you will not be assigned games.
6. When the Assignor is ready, he/she will begin to assign you games. You will receive emails and texts if you set it up in your profile for assigned games. You can accept them from the text message or by logging into your account and accepting them.
7. If you decline a game, you will need to provide a reason for declining, this will help to make sure that you are getting assigned appropriate games.

**** Officials are responsible for checking assignments weekly. You will be unassigned if you do not accept in 3 days and the game will be assigned to another referee.**

Eastside FC Referee Fees Fall 2017

Recreational and Metro Travel Games

<u>Age</u>	<u>Center/AR/AR</u>	<u>Solo</u>	<u>Ball Size</u>	<u>Length of Game</u>
U07	\$15/NA/NA	NA	3	2x20 Min
U08	\$15/NA/NA	NA	3	2x20 Min
U09	\$20/NA/ NA	NA	4	2x25 Min
U10	\$20/NA/ NA	NA	4	2x25 Min
U12	\$25/15/15	\$30	4	2x30 Min
U14	\$28/18/18	\$40	5	2x35 Min

MYSL Travel Games

*Home team Pays the referee fees

<u>Age</u>	<u>Center/AR/AR</u>	<u>Solo</u>	<u>Ball Size</u>	<u>Length of Game</u>
U06 (7v7)	\$20/12/12	\$25	4	2x30 Min
U07 (7v7)	\$20/12/12	\$25	4	2x30 Min
U08 (7v7)	\$20/12/12	\$25	4	2x30 Min
U09 (7v7)	\$20/12/12	\$30	4	2x30 Min
U10 (7v7)	\$25/12/12	\$30	4	2x30 Min
U11 (9v9)	\$28/18/18	\$30	4	2x30 Min
U12 (9v9)	\$28/18/18	\$30	4	2x35 Min
U13	\$40/27/27	\$45	5	2x35 Min
U14	\$40/27/27	\$60	5	2x35 Min
U15	\$47/32/32	\$60	5	2x40 Min
U16	\$47/32/32	\$70	5	2x40 Min
U17 to U19	\$55/37/37	\$70	5	2x40 Min

MSPSP Premier Travel Games

*Each team Pays ½ the referee fees

<u>Age</u>	<u>Center/AR/AR</u>	<u>Solo</u>	<u>Ball Size</u>	<u>Length of Game</u>
U13	\$40/30/30	\$40	5	2x35 Min
U14	\$40/30/30	\$40	5	2x35 Min
U15	\$50/35/35	\$50	5	2x40 Min
U16	\$50/35/35	\$50	5	2x40 Min
U17 to U19	\$60/40/40	\$60	5	2x45 Min

Eastside FC U7/U8 Recreation League Rules

Referees

There will be a single center referee for all U7 / U8 games. The referee fee is \$15 per game.

Equipment

Shin guards are required and must be covered by socks. Uniform shirt must be visible over other clothing. Home team wears green.

Ball: Size 3

Duration: Games will consist of two 20 minute halves.

Substitutions

FIFA rules: Unlimited, but only at a stoppage of play for;

1. The half,
2. a goal,
3. a goal kick,
4. a throw in by either team,
5. an injury for which the referee stops play,
6. for a yellow card.

FIFA Rule Modifications: Offside Rule is not enforced. Passback Rule is not enforced. No Goal kicks – game is restarted with goalkeeper possession and goalkeeper can throw, kick, punt or dribble the ball back into play.

Players

Play will be 6 vs. 6. There must be five field players plus a goalkeeper. No team shall play short-handed. Teams lacking six players shall have their opponent play with an equal number of players.

Goalkeeper

The goalkeeper, after handling the ball, may not punt the ball over the halfway line. For example, if a goalkeeper kicks the ball, it must bounce at least once before crossing the halfway line. However, the goalkeeper would be permitted to kick the ball across the halfway line if it is not picked up and handled first. NOTE: By definition, ALL drop kicks by the goalkeeper would be considered a violation of this rule. Violation of this rule will result in awarding a throw-in (in order to move the game along) to the opposing team of the offending goalkeeper at the nearest intersection of halfway line and sideline. A goalkeeper may not directly receive and handle a throw-in. A minimum of four different goalkeepers are to be used each game. In the event of injury, goalkeepers may be substituted at any time.

Build-Out Line

A build-out line must be placed on the field 14 yards from the endline and run across the field touch line to touch line. When the goalkeeper has possession, the players on the opposite team must retreat beyond the build-out line until the goalkeeper releases the ball.

Coaching

One coach may be on the field. The coach must stay in the defensive end. Coaches are not allowed in the goal area. Coaches, parents, and spectators are not allowed behind the goal lines. Coaches are responsible for the conduct of their players and spectators who have come to support the players. Unsportsmanlike behavior or intimidation by a player, coach or fan against ANY other party will not be tolerated and will result in the stoppage of play and the potential forfeiture of the game.

Tie Games: Ties are not broken.

Goal Kick: No Goal kicks – game is restarted with goalkeeper possession and goalkeeper can throw, kick, punt or dribble the ball back into play.

Throw-in: A foul throw may be retaken once by the offending team. The referee may explain the error on the first throw.

Fouls

All fouls and foul interpretations are according to FIFA Rules. Offside shall not be called. Fouls occurring inside the penalty area are taken outside the penalty area. All infractions shall result in an indirect freekick.

Purposeful Header

A purposeful header shall result in an indirect free kick awarded to the opponent at the spot of the infraction.

Medical

If a player is bleeding, the player must leave the field immediately. The player is not allowed back on the field until 1. all bleeding has stopped, 2. the injury has been covered, and 3. the player has no blood on his/her uniform.

Eastside FC U9/U10 Recreation League Rules

Equipment

Shin guards are required and must be covered by socks. Uniform shirt must be visible over other clothing. Home team wears green.

Ball: Ball size is 4

Duration: Two (2) 25 minute halves Half time is 5 minutes

Substitutions

FIFA rules: Unlimited, but only at a stoppage of play for;

- | | | |
|-------------------------------|--|-----------------------|
| 1. The half, | 2. a goal, | 3. a goal kick, |
| 4. a throw in by either team, | 5. an injury for which the referee stops play, | 6. for a yellow card. |

FIFA Rule Modifications: Offside Rule is not enforced. Passback Rule is not enforced. No Goal kicks – game is restarted with goalkeeper possession and goalkeeper can throw, kick, punt or dribble the ball back into play.

Players

7 vs 7 - 6 field players plus 1 goalkeeper, except:

1. If one team has available for play less than 6 players, then both teams shall play equal provided that no team be obliged to play with less than 5 players.
2. When one team leads another by four goals or more,
 - a) The trailing team shall be permitted to add one additional player.
 - b) If the trailing team does not have an additional player, the leading team shall play with one less player than is otherwise allowed by these rules.

Goalkeeper

The goalkeeper, after handling the ball, may not punt the ball over the halfway line. For example, if a goalkeeper kicks the ball, it must bounce at least once before crossing the halfway line. However, the goalkeeper would be permitted to kick the ball across the halfway line if it is not picked up and handled first. NOTE: By definition, ALL drop kicks by the goalkeeper would be considered a violation of this rule. Violation of this rule will result in awarding a throw-in (in order to move the game along) to the opposing team of the offending goalkeeper at the nearest intersection of halfway line and sideline. A goalkeeper may not directly receive and handle a throw-in. Goalkeepers have six seconds to release the ball after gaining control. A minimum of two different goalkeepers must be used during each game.

Build-Out Line

A build-out line must be placed on the field 14 yards from the endline and run across the field touch line to touch line. When the goalkeeper has possession, the players on the opposite team must retreat beyond the build-out line until the goalkeeper releases the ball.

Coaching

All coaches on the sidelines, but only between the 18 yard lines. Every effort should be made to control your movements. Coaches are also responsible for the behavior of their team members and parents. Please encourage positive behavior and do not abuse the referees.

Parents, Coaches, and spectators are not allowed behind the goal lines.

Tie Games: Ties are not broken.

Throw Ins: According to FIFA rules, two feet on the ground, ball throw starts from back/top of the head.

Fouls

All fouls and foul interpretations are according to FIFA rules.

- Yellow Cards- Any player that receives a yellow card shall be removed for the completion of the half. A player may be substituted. If the yellow card occurs in the first half, the player may re-enter the second half. Red Cards- Any player that receives a red card shall immediately be removed from the rest of the game. A player may not replace the ejected player. The red carded player is also automatically suspended from the next game played. All red cards should be reported to the Referee Director at the end of the game by the player's coach for possible further disciplinary action.
- Coach Red Card- Any red card received by a coach or assistant must be reported immediately to the Referee Director at the end of the game by the coach. The coach must leave the field immediately. An assault by a coach on a player, parent, or referee will result in suspension.
- Serious Offense- Any serious offense will be referred to the Disciplinary Committee composed of the Directors from the League. Both coaches, referee, and others may be requested to participate in a hearing before final action is taken.

Purposeful Header

A purposeful header shall result in an indirect free kick awarded to the opponent at the spot of the infraction.

Medical

If a player is injured and bleeding, the player must leave the field immediately. The player is not allowed back on the field until 1) All bleeding has stopped, 2) The injury has been covered, 3) The player has no blood on his/her uniform.

Metro Area League Rules 2016

I. Philosophy

This League is formed through the cooperation of the Fraser, Grosse Pointe, Harper Woods, Roseville, and St. Clair Shores soccer leagues. The under-16/19 divisions may inter-play with other leagues not listed above. It is dedicated to promoting the development of the game of soccer to the youth players of the local communities.

II. General

No standings are kept. Games may end in a draw. FIFA rules will govern play unless otherwise specified below. Home team has choice of sideline. The players and spectators of a team **MUST** sit together unless the field layout prohibits this arrangement. Coaching shall only be done between the penalty areas.

- Slide tackles are permitted as long as the tackle is made in accordance with the Laws of the Game
- Casts are permitted as long as they are padded with a sufficient material such a bubble wrap or similar substance and is subject to the approval of the referee
- In conflict of uniform colors, the home team shall change

III. Age requirements

- All players will conform to MSYSA guidelines and be registered through their local city league.
- A division must consist of at least four teams. If four teams cannot be found to participate, the remaining teams may play up one age group with agreement of the majority of the City Directors.
- Divisions may be created at the following age groups:
 - Under 12, Under 14, Under 16, Under 19

IV. Fields

Referees have the authority to enforce all league rules and regulations upon their arrival to the field and to determine whether the playing conditions are safe to begin the game. Please leave field cleaner than when you arrived. Maintenance and striping is the responsibility of the host city.

V. Equipment

The referee has final judgment on the safety of equipment.

Uniforms:

Shin guards are required and must be covered by socks. Uniform jerseys must be over other clothing.

Cleats cannot have a toe spike.

Balls:

- Under 12: # 4 Under 14-19: #5

VI. Referees

Referees shall be assigned by the host city and should be assigned with the competition in mind. All center referees shall USSF licensed. If a club Linesman is used, they shall ONLY call out of play. Any caution, expulsion or extraordinary event must be reported to host city Referee Assignor immediately after the game. ONLY 1 whistle shall be used. (NO 2 whistle system)

VII. Number of Players and Substitutes

- Players on the field:

Except in the case of injury, equipment problem or misconduct all players are required to play at least half of each game. If a team is ahead by four or more goals, the opposing team may add one player to the field. If the opposing team does not have a player to add, the team in the lead must remove a player unless it would affect the 50% playing rule. The number of players on field:

 - Under 12: 9 (8 + keeper)-minimum 6
 - Under 14: 11 (10 + keeper)-minimum 7

Metro Area League Rules 2016

- Substitutions:
Substitutions will be unlimited. Both teams may substitute at the following times after notifying the referee:
 - At half-time
 - After a goal is scored
 - Prior to a goal kick
 - During a throw-in provided that the team in possession of the ball is substituting.
 - During a caution (required for cautioned player)

VIII. Game duration

- U 12: 30 minute halves
- U 14: 35 minute halves

IX. Offside

The offside infraction will be enforced according to FIFA rules. Club Linesman SHALL NOT assist in enforcing offside.

X. Heading

There shall be no 'purposeful heading' of the ball in Under 12. If the referee deems that a player purposefully hit the ball with any part of the head, they shall be penalized by an indirect free kick from the spot of the foul, with exception being within the goal area:

- For any penalty assessed to the attacking team inside the opponents goal area, the restart may be placed anywhere inside the goal area. For any indirect kick penalty assessed to the defending team inside their own goal area, the ball is placed on the goal area line closest to where the foul occurred.

No advantage will apply in association with penalizing a 'purposefully headed' ball. The referee **MUST** penalize 'purposeful heading' and verbally notify penalized player what they did incorrectly.

XI. Cautions / Expulsion

A coach or player may receive a caution/expulsion. All carded players and/or coaches shall be reported by the referee immediately after the game to their Referee Assignor. The Referee Assignor shall report the carded players/coaches to the city director within 24 hours. City directors should relay all cardable offenses to the other city directors in a timely fashion.

- Cautions (yellow card):

Any player who receives a caution shall be removed from the field and substituted for the remainder of the half. If a team does not have a substitute, that team shall play short for the remainder of the half.

- Expulsion (red card):

Any player receiving a red card must leave the field and may not be replaced. The carded player shall also be suspended minimum of one game. Any suspension greater than one game shall be determined by the city directors.

XII. Medical

- If a player is bleeding or has blood on the uniform they must leave the field until the bleeding has stopped **and** the uniform clean of all blood.
- Any player suspected of having a head injury shall be removed from the field immediately and not return to play for that game. The player may not return to play until cleared by a doctor. All suspected head injuries **MUST** be reported on GameOfficials.net by the referee. (Required by MSYSA)

Game Reports

Issues and concerns may be submitted online to referee@eastfc.org

FIFA Rules

<http://www.ussoccer.com/referees/laws-of-the-game.aspx>

MYSL Rules

<http://michigansoccer.com/rules-and-regulations/>

Eastside FC Referee Protocol and Recommendations

We continue to look for opportunities to upgrade referee performance in the Eastside FC Recreational and Travel programs so that we offer our players, coaches and parents consistent and high-level officiating. We will continue to monitor our progress and provide suggestions where appropriate. Our Referee Evaluation System has been helpful in identifying areas of improvement. By and large, the performance of our referees is very good and your efforts are appreciated by the players, coaches, parents and Eastside FC Board of Directors. Thank you for your good work. Please review the following points below as they have been identified as areas where we as a group can improve:

1. **Know and understand the Laws of the Game and any applicable Rule Modifications (see attached) that apply to the game / league / division you are officiating.**

Review these rules before taking the field and make sure that you discuss these rules with each coach prior to the game (i.e. – offsides not enforced, length of game, pass-back rule not enforced, number of players, direct or indirect kicks, etc.). Reviewing these rules with the coaches and players in advance will reduce conflict.

Know and implement:

- a) Proper re-start procedures after a stoppage of the game

Recognize and enforce:

- a) Pushing and shoving vs. good challenges
- b) Handling the Ball Foul vs. Incidental contact with the hand

2. **DO NOT LET ROUGH PLAY OCCUR OR GO UNSANCTIONED.**

The biggest complaint we receive is that our referees are not calling the games close enough and rough play is being allowed and escalates throughout the game. You must call the games closely and take decisive and immediate action to protect the safety of the players. We are seeing an abundance of pushing, grabbing and rough tackles that are not being called as fouls. As a result, they players are becoming frustrated and then retaliate against the opposing team. You have the power to prevent this situation from occurring ---- blow your whistle and call a close game. Do not let the game get out of control. If necessary sanction and send off offending players that cannot control their behavior – do not be timid on the field.

3. **Control the game with your whistle and body language – be confident**

Blow your whistle loud and hard when necessary – call a close game. Do not let the game get out of control. Your body language and how you use your whistle will indicate to everyone whether you are in control of the game, or not. If necessary sanction and send off offending players that cannot control their behavior – do not be timid on the field.

4. **Be consistent in the way you call the game.**

Inconsistency in your calls will frustrate players, coaches and spectators. Know the rules and apply them rigorously. Do not be afraid to “make the call”. Set the tone of the game early and maintain a consistent method of calling the game.

5. **Be in the proper position to make the call -- and hustle.**

You need to hustle and move quickly on the field to put yourself in the proper position to call the game effectively. You should not be standing still in the middle of the field calling the game without moving. You need to run and keep up with the play. If you are on top of the play and indicate you are paying attention to play you will gain the respect of players, coaches and spectators alike. Move aggressively up and down the field.

6. **Communication is key to controlling the game.**

You need to be able to effectively communicate how you are calling the game with players, coaches and spectators. You can communicate with your voice and your whistle. If you see a foul and are going to play “advantage” you should call out “play on”. This informs everyone that you have seen a possible infraction but you are **intentionally** allowing play to continue. If you see arms up to push or a player becoming out of control tell them to restrain themselves or they will be called --- be proactive --- do not wait for a situation to occur that you can predict will happen --- address it up front. Use your whistle as an effective tool to let everyone know you are unhappy with a rough tackle or unsporting behavior. Blow your whistle loud and long to control the game.

7. **Be professional and timely.**

Dress properly and arrive early. Be well prepared to officiate the game.