



Referee Guidelines

As a referee, you are in a position of authority & respect. The girls will watch you & admire you. You should conduct yourself accordingly. For a lot of you this is your first job. In the following document will be some things we will expect from you. We will watch you and grade you on your performance. This will be considered when assigning referees.

Every referee should be familiar with the Laws of the Game. Every year after taking your first class, you will need to take a recertification class. You should refer to the book that you receive at the class throughout the season. If you have any questions, you can also your referee assignor or a director.

A Grade 9 referee certification is for a Recreational Referee. If you are interested in moving to another level, you can take a class for a Grade 8 certification. This will enable you to referee travel games. You must be 14 to take this class. Contact your referee assignor for more information.

Game day

General information:

Show up on time for your appointed game(s) – you should arrive 15 minutes prior to game time. If you are unable to referee your game, you must contact the league ASAP in order to have time to find a replacement.

Uniform – a yellow referee shirt with your current year's patch, black referee shorts and black referee socks with white stripes, or your rec. uniform socks. Your shirt must be tucked in at all time and your socks pulled up. Remember—you are getting paid, and should wear the proper uniform. If you act and look professional, you will gain the respect of the coaches and players. In cold and/or inclement weather, you may wear black pants and a black jacket, hat and gloves. Also, if you have an alternate uniform shirt, you should bring that with you.

Be prepared – with a whistle (you should have two on your lanyard in case one become defective during play), stopwatch, flags, yellow & red penalty cards, coin for toss and a pen bring spare pens in case you drop or lose it during the match. A safe place to keep you pen is in your socks.

Before the game:

Play area – as referee, you are responsible for making sure the field is safe for play. You should examine the goal area and make sure there is nothing in or around the goal that may harm a player. Also, the goal should be anchored with sandbags. If there is an issue, get a director to help you.

Game card – fill out card with team names, colors, referee & referee assistant names if it is not already filled out.

Check in the players – what are you looking for?

- Players are wearing cleats. Non-metal. Sneakers are permissible.
- No Jewelry- no earrings (cannot put tape or band-aid over earring), rings, beads, necklaces, bracelets. Medical alert bracelets are accepted but they must be taped to the wrist.
- Each player must wear shin guards and they must be covered with their socks.
- The game ball must be safe with a 1/2 inch of compression when squeezed with the thumbs.
- Arm casts: soft only, as long as no sharp or metal instruments attached, hard casts no play even w/bubble wrap (verify w/ a director to make sure a cast is safe for play)
- Knee braces---allowed, but cannot have any metal on them
- No metal hair clips

Let the players know what you expect from them. No cursing (this is a red card offense), no arguing calls, etc...

During the game:

- Call the captains only to the center circle for the coin toss. Instruct the captains to have them shake hands and introduce themselves. After determining who the home team is and who the away team is, show the coin to the away team captain (this is a head, and this is a tail, etc.). Instruct that captain to call heads or tails when the coin is in the air. To the team that has won the coin toss, ask them "what side of the field do you want to defend". The other team starts with the ball. Then have players switch (if necessary), and call the players onto the field.
- After the players have entered the field of play, count to ensure that you have the minimum amount of players for your age bracket. If not, instruct the appropriate coach that he/ she needs to add the required players. If they do not have the minimum, the match is to be abandoned. Every time there is a substitution where players leave and enter the field, and at half time, you should count the players on the field.
- Make eye contact with the assistant referees to indicate that you are about to start the match.
- Raise your hand and ask each keeper if they are ready. After they have indicated that they are ready, blow your whistle and start your watch.

- Give clear, loud instructions with your whistle- unless you **blow the whistle loudly**, players will not know when to stop. Use your whistle to notify everyone when the game starts and stops as well as when you need the attention of everyone involved. Generally there is **one** whistle for the start of the match, **two** at the half, and **three** to signify the conclusion of the match.
- Instruct with your hands and arms- pointing, showing which way a throw-in or kick must go, and notifying the coach when they can substitute.
- Do not allow players to bump, push, raise their arms up to block the ball, pull on shirts, or hit another player. No player or coach is permitted to use offensive language. If the player continues this behavior, after being warned, the coach should be asked to remove the player from the field. If this behavior is from a coach, you should warn the coach **politely** about his offence and that a yellow card will be issued. **Send an A.R. to get a director immediately. Cursing by anyone is a red card offense.**
- **Throw-ins** - Encourage players to keep their feet on the ground and throw the ball evenly from behind their heads.
- **Injured players** – you may **call a coach** onto the field to attend to injured player. Make sure no player attempts to move an injured player. A coach is not allowed to enter the field of play unless they are granted permission from the ref. If the coach does, they should be instructed to return to the “coaching area” behind the touch line. If a coach does come onto the field, the injured player must come off for at least one play (a keeper may stay on the field). The coach may send in a substitute for the injured player. The other coach should be asked if they want to substitute 1 for 1.
- Remember that you are in charge of the game, not the coaches. You keep the time, make the decisions and **must be polite**, calm and clear in your decisions. Communicate all your calls clearly and with confidence to **Players and Coaches.**
- If you have any problems, please contact any of the directors on-site, before, during or after the game. Do not confront any coach or parent in a criticizing manner. Please contact a director if you feel either a law was not applied correctly, if the coach is not clear on a law, or the coach did not promote a safe and fun environment.

Centers and A.R.s

- Pre-Game Check in with AR's and Center Ref: The referee and assistants should get together to go over proper positioning, and the types of communication needed and expected from the referee and the assistants. Go over the use of hand signals, when you want them to call fouls, and who will back-up the time of the match, etc.
- During the game, the Center should run a diagonal—each time you pass the half, you should change your position so that you are facing the opposing A/R to make sure you can make eye contact

- **Do Not** stay in the center circle. **Blow whistle loud.** Be confident in your call. Communicate your call to players and coaches. Be familiar with laws of game for each DIVISION. No slide tackling. TACKLING from behind is dangerous and player should be warned with a yellow card. If they were last defender, on break to goal, RED CARD should be issued, recorded on score card and explained to player and coach of SERIOUS nature of the tackle.
- ARs should move up and down with play of game from goal or end line to mid field and stay even with last defender when the attacking team enters his/her half of the field—do not go beyond the half. The ball must completely cross line before raising your flag. Your flag should remain up in direction play should resume until center whistles and calls direction.
- ARs are responsible for their goal line when play is in front of the goal to make sure the ball completely crosses the plane of the goal.
- When making an **offside** call, AR should remain at that point where the infraction took place and hold their flag up until the Referee signals that the A/R has called offside. After the Referee acknowledges the call, the A/R is to point far, middle or near for the proper placement of the ball for the indirect-free kick in the other direction.
- Center has final say... they stop play or can wave a call off. AR can call fouls that they see and signal with flag straight up with a shake. The AR should stand where offence occurred to mark ball placement and also signify which direction the ball should be played with the flag in either the left or right hand.

After the game:

- Tally the scores on the game card, and have each coach sign the game card. Please hand in the card to the director in charge that day.
- If your game is the last of the day, the referee & assistant referees should remove the corner flags, collect soccer balls and bring them to the back room behind the concession stand.

Specific Rules:

Youth Division

- Play 9 v 9, includes goalie(May be subject to change)
- Sub on either throw as long as the team with the ball calls for sub
- Sub on either goal kick
- Start the teaching of offside rule
- Each team will be allowed to redo throw ins once before awarding to other team
- Redos are not uncommon, this is developmental should be done evenly
- One coach from each team may be on the field for first 5 games.

Junior Divisions

- Play NJ youth soccer rules
- Play 10 V 10, Includes goalie (May be subject to change)
- Sub on either throw as long as the team with the ball calls for sub
- Sub on either goal kick

Senior Division

- Play NJ youth soccer rules
- Play 11 V 11 Includes goalie (May be subject to change)
- Sub on either throw as long as the team with the ball calls for sub
- Sub on either goal kick