



WELLESLEY UNITED SOCCER CLUB

Referee Training Program





Uniform

- WUSC will give you:
 - For newly certified referees a gold or green jersey
 - Black socks (if needed)
- You should bring
 - A WATCH!!, A WHISTLE, a Pen
 - Flags – if you are assigned as an AR
 - Water, especially if it is warm
- A referee's appearance sets the tone for their authority as soon as they appear on the field.
- Referees are expected to dress in a proper uniform on their game field
 - .Referee shirt tucked into black shorts and black knee socks with three white stripes pulled up to your knee.
 - A referee should never wear exposed jewelry and should only wear a hat or sunglasses in unusual cases





OFFICIAL TECHNICAL PARTNER
OF U.S. SOCCER

Standards of Dress and Appearance Official U.S. Soccer Federation Uniform

GOLD SHIRT:

- Black pinstripes (long or short sleeve).
- Black collar.
- Black cuff (on long sleeve shirt only, no cuffs on short sleeves).

ONE BADGE ONLY:

- U.S. SOCCER FEDERATION - WITH CURRENT YEAR (securely fastened to shirt over left chest). The badge should be for the highest grade for which the referee is currently qualified.

BLACK SHORTS:

- Bottom edge of shorts not less than 3 nor more than 7 inches above the top of the knee cap.

BLACK SOCKS:

- 2 white stripe U.S. Soccer or 3 white stripe.

BLACK SHOES:

- Black laces (may have white manufacturers design).

Official Sports International is the official supplier of referee uniforms to U.S. Soccer.

Only manufacturer's logos and U.S. Soccer approved badges and/or emblems may be visible on the referee uniform.

Ricardo Salazar, CA
FIFA Referee



Alternate Referee Uniforms:

The following four shirts have been approved by the Federation as alternates that can be worn in case of color conflict. There is no order of preference among the alternate jerseys. The other parts of the referee uniform (shorts, socks, shoes) do not change if the referee wears an alternate shirt.

• Black



• Red



• Blue



• Green



How not to dress



Referee Certification

- To become an "official" referee you must take a course offered by the MSRC (Massachusetts State Referee Committee).
- The course which most youth take is called a Grade 8 license (which has nothing to do with your grade in school). This is a one day course. These courses are not held in Wellesley, but several are in surrounding towns.
- You can find a list of courses/dates by going to the MSRC web site (www.massref.net).
- Grade 8 referees are licensed to referee 6v6 7v7 and 9v9 games as well as be Assistant Referees for 11v11 games. This Grade 8 license serves most high school referees very well. If you take this course and become a certified referee, the Wellesley United Soccer Club will reimburse you for the course cost.





BAYS - Assignments

- Once you receive your certification you need to notify the Wellesley Referee Assignor (Chris Howard) who will put you on the list of referees who wish to referee in Wellesley.
- At the start of every season the referee assignor will notify every referee on the list and ask what they would like to referee that season.
- During the soccer season the assignor will e mail to assign the next weekends games. The assignments are then electronically assigned through the BAYS website by the assignor. The referee must check their e mail and accept the assignment electronically.
- After the game the referee AND ASSISTANT REFEREES are responsible for entering the score of the game through the BAYS website. You must report the match to be paid.



Accepting games

- Accept Games that you are assigned and are available to work as soon as possible.
- Always honor games that you have accepted. If a true emergency presents itself and you cannot work an accepted game, you must notify your assignor immediately. Not showing up for an accepted assignment is a serious breach of the referee's code of conduct and can result in not being assigned games in the future.



Game Responsibilities

- Introduce yourself to both coaches – Don't spend more time with one than the other.
- Conduct a field safety check – Check for broken glass, holes, large areas of standing water, lines, corner flags.
- Are the goals properly anchored. If no, notify the coach and do not start the game.
- Safety is the referees primary concern.
- Arrive at the game field early(20-30 minutes). Check player's equipment and inspect the coaches cards (player pass cards also if the game is Div 1 or 2 in the Spring) early enough to get started on time.
- **BAYS coaches must present a valid Mass Youth lanyard**
- Remember there is no jewelry...no earrings...no casts...no exceptions. If the previous game is not finished then check the teams and have the coin toss on the side of the field.



- Bring play under control early - let everyone know what you are calling with a LOUD whistle ... strong arm signals and a clear voice. Players will be testing your control of the game early so blow the whistle and stop foul play.
- Never allow play in thunder and lightening. If you stop play for lightning you must wait 30 minutes after the last lightning sighting for a game to resume. As field/game schedules are very tight, in many cases this will result in abandoning the match. Call Chris if you are unsure what to do!!
- Treat all injuries as serious and stop play as soon as you can.
- Report any incidents to the referee assignor before reporting to BAYS. Also report immediately any BAYS Zero Tolerance violations ...no one except the players, is to speak to the referee during or after the game. Exceptions: Coaches may ask questions before the game, call for substitutions and point out emergencies during the game or respond to the referee if addressed.



Checking in teams

- Check rosters for all BAYS Teams.
- Check Passcards for all players on Grade 6, Grade 8, Grade 10 and Grade 12 Division 1 and 2 teams. (Spring only)
- Check players and equipment for safety. No jewelry or casts (Even soft) should be permitted.
- Get a game ball from the home team.
- Flip a coin to determine which goal the winner of the toss will attack.
- Start your game on time!!!
- Halftimes are 5 minutes – measured from the end of the first half to the opening whistle of the 2nd half
 - After 3 minutes of half-time, blow your whistle to get teams back onto the field



Use your Whistle effectively

- Short and loud for routine fouls.
- Long and loud for hard fouls or any other time you need the players attention.
- Do not whistle for routine throw-ins, goal kicks, corner kicks or after a goal. Unless play continues after the ball has left the field.
- Be in position – always be moving.



Use of hand signals

- Hand signals should be firm and clear.
- Don't be lazy with your signals!
- Signals help teach the players and help you keep your game under control.
- Confident and correct signals help you gain respect from: Players, coaches and Spectators.



Law 08 – The Start and Restart of Play

- Ball must clearly move to be in play for all kicked restarts.
- Ball can be kicked in any direction at kick-off (previously had to go forward).
- Referee cannot "manufacture" outcome of a dropped ball.



Law 11 – Offside

- Offside FK always taken where offence occurs (even in own half).



Law 12 – Fouls and Misconduct

- Attempted violent conduct is a Red Card, even if no contact.



Law 12 – Fouls and Misconduct

Part 2 (DOGSO)

- When a player commits an offence against an opponent within their own penalty area which denies an opponent an obvious goal-scoring opportunity and the referee awards a penalty kick, the offending player is cautioned unless:
 - The offence is holding, pulling or pushing or
 - The offending player does not attempt to play the ball or there is no possibility for the player making the challenge to play the ball or
 - The offence is one that is punishable by a red card (e.g. serious foul play, violent conduct, spitting, etc.)
 - In all the above circumstances, the player is sent off.
- Any other DOGSO within the players own penalty area, while attempting to play the ball, including but not limited to, charging, jumping at, kicking, tackling, tripping, and/or impeding (no contact) could be a caution.



Law 14 –The Penalty Kick

- If "illegal" feinting occurs, it is always an indirect FK (and Yellow Card).
- Goalkeeper Yellow Card if infringes and PK is retaken.



BAYS Particulars

Revised: 2016-08-09	Fall & Spring			Spring Only		Fall Only
	Grade 3 & 4	Grade 5 & 6	Grade 8	Grade 10	Grade 12	High School
Format	7v7	9v9	11v11	11v11	11v11	7v7
Time	2 x 30 min	2 x 30 min	2 x 35 min	2 x 40 min	2 x 45 min	2 x 30 min
Heading	No (attempted or actual) - IFK for team not in violation		Yes	Yes	Yes	Yes
Ball Size	#4	#4	#5	#5	#5	#5
Off-Side	no	yes	yes	yes	yes	yes
Penalty Mark	8 yds	10 yds	12 yds	12 yds	12 yds	12 yds
Players Needed to Start	6	7	8	8	7	6
Players Needed to Continue	5	6	7	7	7	5



Assistant Referee

- Overall responsibility is to Assist the Head Referee



Assistant Referee

Offside

- Stay even with the 2nd to last defender (which may be the goalkeeper) but no further than the half-line
- Wait until the player in an offside position plays or attempts to play the ball. Err on the side of calling offside if the keeper will not obviously be able to field the ball in his/her penalty area
- Raise flag straight up until the referee acknowledges you; then point to the spot where the restart is to be taken
- The spot of the restart is where the offside player became actively involved in play – NOT where the position where they were first offside.



Assistant Referee

Out of Bounds

- You are responsible for your touchline from corner to corner and for the goal line on your half of the field
- When the ball is out (especially if it is close) immediately raise (but do not wave) your flag straight up and down
- Make eye contact with the referee and try to signal direction (or a goal or corner kick) simultaneously
- If the referee does not signal but makes eye contact with you, they aren't clear on the call. If you are certain of the call point in the direction. If not, put your right hand over your heart (pledge of allegiance) to indicate uncertainty



Assistant Referee

Fouls

- More senior referees will indicate before the match whether (and if so when) they want you to call for a foul; depending on the referee's comfort with your experience the referee may significantly limit those situations in which they want guidance
- If within your purview raise and wave the flag vigorously to signal for a foul
- If within your purview, **ALWAYS** make eye contact with the referee if you are considering waving for a foul that would result in a penalty kick



Assistant Referee

Other

- Corner Kicks
 - Your position is along the goal line behind the corner flag looking to see if the ball crosses the line for out of bounds or a goal
- Goal
 - If a goal is scored in your half and you are certain of the goal, turn and sprint back to the half-line. If uncertain ask for help from the referee
- Substitutions
 - **If players are ready at the half-line** signal for a substitution with the flag held squarely in front of you above your head. Lower the flag once the referee has acknowledged the substitution. In situations where teams have many subs the referee may ask you to count the players who come out and signal him/her when all are off the field



Social Media

- Follow us on Twitter for field/game cancelations @wellesleyunited
- Follow us on Instagram @wellesleyunited
- Like Wellesley United on Facebook.
- Spread the word!!!



Links to Referee Resources

United States Soccer Federation

www.ussoccer.com Official web site link to referees

FIFA Laws of the Game

USSF Advice to Referees(Highly Recommended - 'The Bible')

Ask a Soccer Referee Submitted questions are answered about rules and game situations.

Massachusetts State Referee Committee

www.massref.net official web site

Courses and Certification Classes listed

Educational Material and Refereeing Guidelines

Boston Area Youth Soccer

www.bays.org official web site

Playing Rules and Bylaws

Official Sports International (1 800 782 2614)

www.officialsports.com

official uniform supplier to the USSF

Books and soccer videos for the referee

