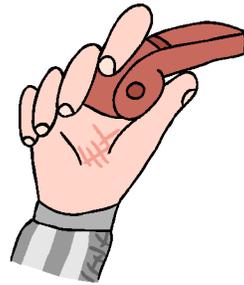


SHELTON YOUTH SOCCER ORGANIZATION



Recreation League
Referee's Manual

2012

Updated 8/15/2012

CONTACT FOR SYSO RECREATION LEAGUE REFEREES

Kris Pruzinsky, SYSO Recreation Referee Assignor for Rec. Leagues 2, 3 & 4
recrefassignor@sysonet.org Phone 203-954-9108. League 1 does not use referees.

AGE & CERTIFICATION REQUIREMENTS

The Shelton Youth Soccer Organization (SYSO) operates four in-house recreation leagues to teach and develop the skills of youth soccer players. An essential part of the game of soccer is the in-game guidance provided by referees to enforce the rules, or Laws of the Game, so that these players have a safe and fair experience playing. League 1 rec. games use the PDO's as referee/coaches. For leagues 2-4, SYSO provides training to introduce referee candidates to the world of soccer officiating. SYSO requires all recreation league 2 & 3 referees to take an entry-level class given by SYSO. These classes are held before each season begins as needed. Some Spring seasons may not offer classes if the current referee pool is large enough that new referees are not needed. Once you take the class you may referee league 2 & 3 & 4 without attending any future classes.

League 4 referees must either be certified USSF referees, formerly certified USSF referees or demonstrate the ability to perform all USSF referee duties.

All new referees must be old enough to qualify for the USSF age guidelines of 13 of the current or future year. For this 2012 fall season, the referees must be at least 13 by June 30, 2013. For the spring 2013 season, the referees must be at least 13 by June 30, 2013.

For referees currently studying to be USSF-certified referees, it is highly recommended, but not mandatory, that they begin their referee career for SYSO as a recreation referee. This allows the individual to become comfortable with the speed and duties of officiating recreation games before stepping up to travel referee assignments.

Referees interested in becoming a USSF-certified referee can visit www.ctreferee.net for more information on becoming an entry-level referee. The USSF classes are only held online beginning in August and training must be completed by December 31. No USSF entry-level training is done the rest of the year.

USSF referees interested in participating in the SYSO travel program should contact travelrefassignor@sysonet.org .

THE ROLE OF THE REFEREE

It is important that referee candidates know that they are being paid for their service and thus they must conduct themselves as a professional. This means they must make sure they must show up for their assigned games at least 15 minutes prior to kickoff, fully dressed in the proper uniform, and with all the necessary tools - stopwatch, pen and paper, referee cards, and a whistle. Those officiating League 4 games as AR's must also bring a set of flags with them. Referees must know all the rules for the games they are officiating.

The goal of the recreation soccer program is to provide a safe environment for kids to play and learn the game of soccer. The referee always must consider safety as the number one concern.

ROLE OF THE REFEREE ASSIGNOR

The Referee Assignor will monitor the conduct of referees, coaches and fans, at games, offering constructive criticism to referees as issues arise.

Coaches are encouraged to contact the Rec. Referee Assignor if they notice a problem with the referees at their game. However, the Assignor will not debate any judgment calls made by the referee during the game. Any calls made by the referees at the field are upheld.

Referees are encouraged to contact the assignor if they have difficulty at any time regarding the rules of the games, parent or coach's conduct, player conduct, field conditions, etc.

Coach and parent behavior must adhere to the SYSO policies. Therefore, unruly adults/spectators will be held responsible for their conduct at the game. This is not limited to yelling/swearing at referees or their players or other team members or spectators. Any such behavior will be reported to the SYSO Board for disciplinary review.

GAME ASSIGNMENTS

The referee assignor will use emails as the primary assignment tools. Referees are instructed to provide their availability by Tuesday morning if they wish to officiate the following Saturday. All rec. league games are held Saturday mornings between 8:00 a.m. and 1:00 p.m. at either Capewell Park or the Nike Site fields. You will be instructed to provide all your availability to the assignor for that weekend. Based on the emails you provide, the referee assignor will then produce a schedule listing the game assignments the referee is asked to work. Every attempt will be made to fairly distribute games based on a referee's availability and level of prowess.

Due to the fact that many referees often get last minute changes to their school or own sports schedule, there is no penalty to the referee if they provide ample time to the assignor and decline any game assignments. The referee should notify the assignor via email or telephone as soon as they discover they can no longer make their assignments. Referees that fail to inform the assignor and do not show up for their games will find they are less likely to be included in future scheduling and or terminated. Cell phone 203-954-9108(leave a voicemail anytime)

CANCELLATIONS OR PROBLEMS MAKING A GAME

Weather Cancellations

Cancellations due to inclement weather will be made by 7:00 a.m. Saturday for all leagues and all games. Cancellations will be posted on the SYSO website at www.sysonet.org as well as broadcast over WICC AM 600. On rare occasions when storms move in faster than expected, SYSO may need to cancel the later morning games as necessary. Referees must check the website before leaving the house if the weather conditions are in question.

Personal Problems or Sickness

SYSO understands that last minute reasons may arise for a referee to be unable to make their assignments. Again, the referee should notify the assignor via email or telephone as soon as they discover they can no longer make their assignments. Referees that fail to inform the assignor and do not show up for their games will find they are less likely to be included in future scheduling. Alternately, if you have a friend or fellow referee that may be able to cover

your assignment, please notify the assignor so that I can confirm the other referee will be there. This does help out a lot.

Game Cancellations at the Field

**Should lightning occur during a game you must stop play immediately and the game is automatically ended. If a SYSO league official is not there, you need to have a discussion with the coaches to inform them of this rule. At all levels of refereeing, lightning or heavy rain or wind will cause a 30 minute stoppage in play. For SYSO recreation games, this means the game is over. Check with the assignor if you have games afterwards, as they are likely also cancelled.

BASIC REQUIREMENTS FOR ALL REFEREES

Know the Laws of the Games of soccer and the specific laws as they apply to the league contest you are assigned to. Before each season, the assignor will email a chart listing the game rules, any changes to the USSF rules (ex. no penalty kicks in League 2 games, number of players, and duration of the matches etc.) You must know these specific rules as they apply to your assigned games. This is especially important if you are assigned games at different league levels.

Arrive On Time

You must arrive at least 15 minutes prior to your assigned kickoff. This is extremely important so that the games will start on time and we can know if a referee is missing so they can be replaced if necessary.

For every game you officiate, you are required to check that the goals are properly secured to the ground, if not notify both coaches. THIS IS VERY IMPORTANT FOR SAFETY REASONS. NO GAME CAN START UNLESS THE GOALS ARE SECURE! You must do this even if there was a prior game on your field. Sandbags or anchors must be in place. Make sure you can not tip the goal towards you. If a goal blows over during a game, stop play and ensure it is extremely secure before beginning the game again. Otherwise the game may need to be cancelled. Call the assignor to ask if you have any questions. Also, make a note if there are holes in the net. Balls may go through them and goals not awarded. If you see this inform the assignor if they can not be fixed before the game so they can be fixed for the next week.

Check Player Equipment. See below for details. If a player arrives late, they must too have an equipment check before they can play. Use a stoppage of play to do this before they are allowed as a substitute.

Check the field and sidelines. Look for any debris that may interfere with play. Parents must be on opposite side of the field from players. If not, ask the coaches to have them move. Parents and coaches should be at least 4 feet from the sidelines. Players need room to take throw-ins.

Games are to start on time. Because of an unavoidable delay it may become necessary to shorten the length half. In this situation, inform both coaches of and other officials of your intentions (Example: halves may be cut from 25 minutes to 20 minutes). Under no circumstances should the start of one game be delayed because the previous game ran over their allotted time.

Keep the players safe - if you see dangerous play stop it immediately & explain your call. If a player gets hurt, only coaches should be allowed to come on the field. Parents must remain on the sidelines.

Blow your whistle loudly so that everyone knows you want the game to stop. Be assertive and consistent with your calls. If you know the rules, then trust your calls. BE CONFIDENT!!!!

Do not argue with coaches, players or spectators. Make your call, have a quick and calm discussion with the individual and move the game on. If you have a problem, please ask an adult, a pdo, or the assignor for help. If you feel unsafe for any reason, you have the right to terminate the game.

Game Reports

League 1 PDO's will be used as referees and will manage game rules.
League 2 See rules below 1 or 2 referees Each files game report
League 3 See rules below 2 referees Each files game report
League 4 See rules below 1 Center referee and 2 A/R's, Center only files report or 2 referees (if necessary) Each files a game report

Example: 9/1/12 10:00 League 2 Girls
Referee 1 Joe Smith - Referee 2 Jill Smith
Score: White 3 - Orange 2

Game reports must be submitted after each game by each referee to the Assignor via email or text message. It will include the name of the referee(s), game date, kickoff time, final score Orange and White, and list any problems/injuries/game comments. Please submit by Sunday evening so you don't forget. Game reports not submitted will result in no payment for referee.

REFEREE EQUIPMENT REQUIRED

All referees will bring with him/her to every game:

- Official yellow referee shirt (You may wear whatever makes you comfortable underneath this) and the referee jersey must be tucked in
- Black shorts (or black pants if it is cold)
- Black referee socks which come to the knee (The three-stripe design is preferred) No ankle socks!
- Black cleats or sneakers are the preferred footwear
- Solid black baseball hat may be worn if it is raining and you wear glasses
- Solid black winter hat/ black gloves may be worn if the temperature is cold
- Whistle held in your hand not around your neck
- Stopwatch or timer (please do not use your cell phone, think professional)
- Referee wallet with Red & Yellow Cards
- Pen or pencil & paper to keep score and note any injuries or problems
- Coin for coin toss in Leagues 3 & 4
- No one wears jewelry, other than a watch and wedding rings. This means no bracelets, earrings, rings, etc. The players look up to you, so if you can't wear it, they can't wear it.
- Get a gear bag and keep all of your soccer referee items with you. Please do not bring your cell phones on the field with you. They shall remain on the sidelines during games.

SYSO Recreation League Game Rules

For all leagues:

Referees will check player's equipment before game time to ensure safety.

1. Players must wear their SYSO orange/white jersey as a top layer. They may wear their costs on the sideline or under their jersey, but the jersey must be clearly visible.
2. Players must wear either shorts or long pants
3. Players must all have shin guards, even if wearing pants. Shin guards must be completely covered by a sock, not worn outside. No shin guards, then the player can not participate, even as goal keeper.
4. No player is allowed to wear jewelry. This included earrings, necklaces, bracelets, non-sport wrist bands of any type, watches, rings etc. The only allowed jewelry is a medical id bracelet which should be taped to the body with the medical information clearly visible. Players are not allowed to tape or band-aid over their earrings. Their holes will not close up in one hour.
5. They may wear a soft winter cap or gloves if it is cold. No baseball caps or visors are allowed, except by the goalie on a very sunny day. They can not play with a hood on. If they have a hooded sweatshirt, the hood must be tucked in the back of their shirt. This is done to ensure players safety.
6. Players must wear sneakers or cleats, with no metal on them. Baseball/football cleats are not allowed if they have metal spike. Also, sandals are not allowed. Ask players to make sure laces are tied tight. If a shoe comes off during a game and the ball is near the player, please halt play until the shoe is replaced to avoid injuries. Restart with a drop-ball.
7. Each goal keeper must wear a pinnie or contrasting shirt from their team or the other team.

*****Slide tackling will not be allowed at any age level in the recreation league!**

This will be considered as a Dangerous Play under the Laws of the Game.

The proper action to be taken depends on the league level. Explain the infraction to the player. Begin by telling the player they must stay on their feet. If this continues make it clear that this not allowed as slide tackling can cause injury. If the player persists in slide tackling, the referee must ask the coach to intervene by taking the player off the field or issuing a card (leagues 3 & 4 only) in order to prevent further slide tackling.

*****4-Goal Rule**

In the event that one team has a 4 goal lead over their opponent, the team with the lead must reduce the number of players on the field by one and "play down". Once their opponent has brought the score back to within 3 goals, the leading team may again play full-sided. If the lead is extended by additional goals, the leading team must pull players for each additional unanswered goal scored. A player is allowed back onto the field for each goal scored. Therefore - a 4 goal lead requires a team to play down one player; a 5 goal lead requires a team to play down 2 players and so on. Scores are reported to the Assignor after each game. Any team which consistently runs up the score will be directed to the SYSO Board for disciplinary action. The purpose of rec. level play is to have fun, and coaches must realize running up the score has no place in rec. games.

League 2 Rules

Location	- Nike Site
Times	- 8:00/9:00/10:00/11:00/12:00
Divisions	- Girls/Boys
Field Players	- 6 + 1 keeper = 7
Minimum players	- 4 (May borrow from opponent only, not another team)
Duration of Halves	- 20 minutes with 5 minute half-time - Games may be shortened if delays occur
Ball	- Size 3 from home team
Home Team	- White jersey, visitors are orange
Kickoff/Coin Toss	- No coin toss, White kicks off 1 st half, Orange 2 nd half
Slide Tackling	- No
Fouls	- All fouls result in indirect kicks only
Penalty Kicks	- No
Offsides	- No
Throw-Ins	- Ref explains if illegal and player gets to try again
Substitutions	- On any injury, goal kick, corner kick, or stoppage

League 3 Rules

Location	- Capewell Park
Times	- 8:00/9:00/10:00/11:00/12:00
Divisions	- Girls/Boys
Field Players	- 8 + 1 keeper = 9
Minimum players	- 6 (May borrow from opponent only, not another team)
Duration of Halves	- 25 minutes with 5 minute half-time - Games may be shortened if delays occur
Ball	- Size 4 from home team
Home Team	- White jersey, visitors are orange
Kickoff/Coin Toss	- Coin toss as time allows, Orange calls it. Winner Kicks off. If late then Orange kicks off 1 st .
Slide Tackling	- No
Fouls	- Fouls may be Direct or Indirect based on USSF Laws
Penalty Kicks	- Yes
Offsides	- Yes
Throw-Ins	- Ref explains if illegal and player gets to try again for weeks 1-3, after that other team gets the throw-in
Substitutions	- On any injury, goal kick, corner kick, or stoppage

League 4 Rules

Location	- Capewell Park
Times	- 8:00/9:15/10:30
Divisions	- Co-ed
Field Players	- 10 + 1 keeper = 11
Minimum players	- 7 (May borrow from opponent only, not another team)
Duration of Halves	- 25 minutes with 5 minute half-time - Games may be shortened if delays occur
Ball	- Size 5 from home team
Home Team	- White jersey, visitors are orange
Kickoff/Coin Toss	- Coin toss as time allows, Orange calls it. Winner Kicks off. If late then Orange kicks off 1 st .
Slide Tackling	- No

Fouls	- Fouls may be Direct or Indirect based on USSF Laws
Penalty Kicks	- Yes
Offsides	- Yes
Throw-Ins	- Ref explains if illegal after that other team gets the throw-in
Substitutions	- On any injury, goal kick, corner kick, or stoppage

Specific rules may be subject to change. If so, you will receive update instructions from your assignor before your games.

Referee Pay

Referees are issued checks for their game assignments. The rate of pay varies by league level and referee position between \$12 and \$30 per game. Checks are typically issued after each month and are mailed or hand distributed.

Any questions, comments or concerns regarding the refereeing or rec. league game issues should be addressed to the Recreation Referee Assignor, Kris Pruzinsky at recrefereeassignor@sysonet.org or call Kris Pruzinsky at 203-954-9108 or Brendon Wiley at 203-455-6910.