

West Side Soccer League



2022/23 Referee Survival Kit

Table of Contents

Introduction	3
Referee Leadership in WSSL	4
Training and Certification	5
WSSL Continuing Education	6
Mentoring, Observation and Assessment	6
Publications and Other Resources	7
AYSO and WSSL philosophy	8
Rules and Regulations.....	9
Player safety and equipment	9
Field rules.....	9
Procedural rules.....	10
Safety, legal and insurance issues	11
The AYSO game of soccer	13
WSSL Referee Responsibilities	14
Methods of Restarting Play.....	17
Direct free kick fouls	19
Indirect free kick fouls	20
Game Information by Division	21
Age-specific rules.....	21
Heading the Ball	22
Game day guide for Referees.....	24
Assistant Referee duties and procedures	28
Directions for using the on-line scheduler	30

Introduction

This is the West Side Soccer League (WSSL) Referee Survival Kit. The purpose of this kit is to provide referees in WSSL with critical and helpful information to make the job of officiating easier and more fun.

The primary resource for up-to-date information is the WSSL website, www.wssl.org.

If you are not sure who to contact with a question, please consult the WSSL website Homepage under Programs then “Divisions - Where / When We Play” and send an email to the chief referee for your “home” division. If you get stuck, you can contact me at the address below.

There is a lot of information in this document. I do not recommend you read it in one sitting. Too many items apply to situations that you may not see in the current season. Instead, use the Survival Kit more as a reference and refresher guide. Check it at the end or the beginning of a weekend. Compare the decisions you made on the pitch to what we have included here. Use it as a trigger to ask questions of your chief referee or other fellow referees. Use it to prepare for a match in a division where you don't have as much experience.

You may notice that sometimes we say “Referee” and sometimes “referee”. When the word is capitalized, it means the person serving as the center referee in the match. When not capitalized, it refers to referees in general, including assistant referees.

Lastly, thank you for volunteering. Without referees, AYSO games could not take place. With properly trained and experienced referees, the players learn sportsmanship and cooperation more easily and have more Fun!

Stan Ince
Regional Referee Administrator

stan.ince@gmail.com

Referee Leadership in WSSL

WSSL Referee Administration

Stan Ince	Regional Referee Administrator	stan.ince@gmail.com
Michael Titowsky	Regional Director of Referee Instruction	michael.titowsky@mdafny.com
Paul Samarel	Regional Director of Referee Assessment	apiguy@agesoftware.com
Scot Gleason	Head of Referee Mentoring Program	TBC
John Drayton	Head of Teen Referee Program	john.drayton@citi.com drayts@aol.com
Krista Adler	Head of Women Referee Program	krista.d.adler@gmail.com

Instructors

Peter Goldberger	Advanced Referee Instructor, Referee Assessor	peterg@eoftech.com
Richard Safran	Advanced Referee Instructor, National Referee Assessor	rsafran@thesafrans.com
Gregg Solomon	Advanced Referee Instructor, National Referee Assessor	gmsolomon5@aol.com
Michael Titowsky	Referee Instructor	michael.titowsky@mdafny.com
Doug Geary	Referee Instructor	jdgeary96@aol.com
Stan Ince	Referee Instructor	stan.ince@gmail.com

WSSL Division Chief Referees and Schedulers

Each division in WSSL has a Chief Referee, and in some cases a Referee Scheduler. The Chief Referee is the primary contact point for any issues or questions regarding officiating. If you are involved with one or more divisions, then you should direct your questions to the Chief Referee most likely to be familiar with the players, volunteers and parents concerned. A list of the Chief Referees and Schedulers for each division and their email addresses is available on the WSSL website at www.wssl.org/programs/core/divisions/

If a division has a Referee Scheduler, then that volunteer works with the aim of assigning a referee or team of referees to each game in that division. If there is no Scheduler, then the Chief Referee has that responsibility.

Chief Referees are responsible to, and appointed by, the Division Head of each division. A list of divisions and the Division Heads is available on the WSSL website also at www.wssl.org/programs/core/divisions/

Training and Certification

WSSL Basic Referee training (for divisions in U-9 and above) consists of five courses (three online and two in person) taken in sequence:

1. The Safe Haven online course and the Concussion Awareness online courses must be taken by every volunteer (not just referees) before they take any specific training and must be completed before refereeing a game. Once taken, these courses are valid for the refereeing career of the volunteer and do not need to be re-taken annually.
2. SafeSport training is a federal requirement for all adult volunteers in youth sports. Access the SafeSport system from the WSSL / InLeague site: <https://inleague.wssl.org/app/eTrainU>.
3. The 8U Official class qualifies a Referee to officiate at 6U, 7U and 8U games. The 8U Official course is usually a prerequisite for the Regional Referee course; as an alternative for volunteers who wish to jump straight to Regional Referee, the online Regional Referee course may be taken online.
4. The Regional Referee course qualifies a Referee to officiate at 9U and above and certifies the Referee as a Regional Referee.

Referees who wish to officiate at the 19U level are expected to attend at the Intermediate Referee class. Additional training and certification (e.g. Advanced and National Referee courses) are optional but encouraged as the Referee develops experience and wants to officiate more challenging games.

Volunteer Forms

Every Referee volunteer needs to create a volunteer profile on the WSSL website. This profile is automatically synced with the AYSO national information system. WSSL is an AYSO Region, and accordingly all WSSL referees are trained and certified under AYSO National guidelines. These guidelines not only ensure the quality of our training, but also provide legal and financial protection to our referees.

Each year, all volunteers are required to complete an updated electronic volunteer form on their WSSL profile.

To complete the form login to the WSSL website and go to your profile via the Players menu / Player and Volunteer Registration. From there, complete the registration form including completing the e-signature process. This will trigger a background check process for adult volunteers which is administered by a third party vendor called Sterling / Verified Volunteers. Within a couple of days you should receive an email from one of these companies asking you to complete a background check form which you must complete and submit. Once your background check is complete you should get a confirmation email within a couple of days and your AYSO profile will be ready. You can then use your profile to sign up for referee classes via the eTrainU system: <https://inleague.wssl.org/app/eTrainU>.

WSSL Continuing Education

A WSSL Referee meeting is typically held once each season on a weeknight. These sessions provide continuing education, a chance to ask questions, and good fellowship!

Another continuing education opportunity is the annual AYSO Expo. This is a full weekend of seminars on all subjects of interest to AYSO volunteers. It's a chance to gain information about changes in AYSO implementation of the Laws of the Game and their interpretation, etc. The Section 3 meeting typically is held in March. The Expo is a great opportunity to meet referees from other AYSO regions and get their perspectives; the challenges they face are often very different from those we face as a large, urban region and can be quite an eye-opener.

Mentoring, Observation and Assessment

As part of the AYSO Referee Assessor and Mentor Program, WSSL offers referees the opportunity to receive feedback from other referees who have been trained to provide this feedback in a positive and encouraging manner.

Mentoring is provided to all referees regardless of experience or certification level. It is intended to help referees discover the mechanics and strategies of officiating, which will improve their performance. Very often a mentoring session can be merely a quick suggestion that makes it easier for a referee to handle a particular situation. The result can be a better perspective on challenging match conditions, improved self-confidence, and greater control of the match.

Observations are the mentoring sessions required as part of the Intermediate Referee certification process. We have qualified observers who attend a match in which the Intermediate candidate is serving as Referee and another one in which they are volunteering as the Assistant Referee. After each match, the candidate receives feedback about their performance.

Assessments are given to experienced referees who want critical feedback as to their performance in a match. Assessments are required for candidates for the Advanced and National Referee certifications and for the Referee Assessor certification. In some instances an Assessor would recommend that a candidate for Advanced or National upgrade not be approved as a result of the assessment. This is not a permanent rejection; it just means that there are skills which the candidate needs to improve before requesting another assessment.

Requests for mentoring, observation or assessment, whether part of the upgrade process, or for personal improvement, can be made at any time. Scheduling will be coordinated through each division's Chief Referee and the Director of Referee Assessment. No request may be denied, and all requests will be scheduled as soon as practicable. Obviously, a match is one requirement for these requests, so referees may have to wait until both a regular season match using a three person referee team, and a qualified assessor or mentor, are available.

Publications and Other Resources

Many of these publications and resources are described on the WSSL website. Please visit www.wssl.org/Referees/Resources.html for the most up-to-date information.

AYSO Edition of IFAB Laws of the Game

The Laws of the Game are published by the International body called IFAB. The latest edition is available via a free smartphone app.

Here are two documents that have been released by IFAB:

Summary of 2022/23 Changes:

<https://downloads.theifab.com/downloads/changes-to-the-laws-of-the-game-2022-23?l=en>

2022/23 Laws of the Game manual:

<https://downloads.theifab.com/downloads/laws-of-the-game-2022-23?l=en>

AYSO Guidance for Referees and Coaches

AYSO has published a National Referee Program manual which lays out the Laws and administrative procedures for Referees. It is a critical resource for understanding what it means to be a referee in AYSO. It is available here:

https://ayso1ref.com/lib1/pdf/2022_National_Referee_Program_Manual.pdf

AYSO publishes its rules for short-sided games and other rules each year in the AYSP National Rules & Regulations, here:

https://www.ayso1ref.com/lib1/pdf/AYSO-Reference-Book-2022-0402_clean.pdf#page=35

US Soccer Federation Guides

The US Soccer Federation has a wealth of resources for referees. While AYSO has some differences of implementation, the USSF advice on referee mechanics and positioning are applicable to all referees. Here is a good starting point:

<https://www.ussoccer.com/referee-program/resource-center/overview>

AYSO and WSSL philosophy

We are a child development organization; soccer is the means we have chosen to carry out our mission.

There are two important acronyms which describe the AYSO philosophy, which we share in WSSL.

EBOPSP

- Everybody plays - We try to size the teams so that each player who shows up before the game starts may play at least four sixths of each game. The referee's role is to watch the clock carefully so the substitution breaks are at an appropriate time and each one-sixth of the game is even.
- Balanced teams - We would like each game to end in a tie or perhaps a one goal margin. Referee role is to help coaches keep a game from running away.
- Open registration - Anyone who registers on time may play.
- Positive coaching - Referee may remind a coach that he/she is expected to practice the P I E method of coaching - Positive, Instructional, Encouraging.
- Good Sportsmanship - Referee role is to work with coaches and parents to create an environment in which this can happen.
- Player Development - All players should be able to develop their soccer skills and knowledge to the best of their abilities, both individually and as members of a team, in order to maximize their enjoyment of the game.

“PIE” rule for coaching

- Positive
- Instructional
- Encouraging

Rules and Regulations

The following rules and regulations are in force, either as FIFA rules, AYSO rules, or West Side Soccer rules. Regardless of their source, they are to be considered intrinsic parts of a WSSL match.

Player safety and equipment

- No jewelry, including barrettes, hair beads, and friendship bracelets. No earrings or other piercings, even when taped over. As an exception, medic alert bracelets are permitted but must be covered.
- No splints or other devices to immobilize a limb - neither fixed nor removable.
- Knee braces are permitted if covered by the manufacturer-supplied padding AND In The Opinion Of The Referee (ITOOTR) are safe for the player and everyone else.
- No hard-brimmed hats (no baseball caps).
- Prescription glasses, prescription sunglasses and prescription goggles are okay.
- Sweatshirts and sweatpants are okay, but uniform shirt must be worn on the OUTSIDE and hoods on hooded sweatshirts must be tucked in.
- All players must wear shin-guards, and the shin-guards must be fully covered by socks.
- Shoes must have laces or Velcro - no slip-ons.
- No soccer cleats except on specially designated fields (cleats are generally ok on turf fields but not on grass fields - our grass field permits depend on this).
- Turf shoes are always acceptable. 50 small nubs, that don't catch your finger as you run it over them can be considered a turf shoe. A shoe with 10-12 larger nubs that do catch your finger as you run it over them is a soccer cleat.
- No football or baseball cleats if, in the opinion of the Referee, they are unsafe. They can be distinguished by the extra cleat at the toe.

WSSL requires as a matter of player safety that any potentially dangerous items such as jewelry, watches, earrings, friendship bracelets, hair beads, etc., must be removed before a player may participate. Any player who refuses to do so shall not be allowed to play. Medical bracelets are specifically permitted, and should be covered with clear tape. However they are covered, the information must remain visible. In certain circumstances, the Referee may choose to allow a tight-fitting bracelets made of cloth or string to be worn, if a finger cannot be inserted between the bracelet and the wrist. However, the Referee's decision in all cases is final, and is not subject to negotiation or argument.

Field rules

- No dogs at or around games. Have the owner move them outside the fences that surround the fields.
- No smoking or alcohol or drugs, at or around games or practices.
- No bicycles, scooters or other wheeled transport inside the fences that surround the fields.

Procedural rules

Games *should start* and **MUST END** at scheduled times - no exceptions.

No team should be required to play short-handed if it will mean that a player on a fully staffed team does not get four full one-sixths of playing time. Each age range has a different number of players on the field, ball size, field size, and length of game. Consult with your division head for any questions.

In 6U to 14U, player substitutions are permitted **ONLY** at one third and two thirds of each half, or at the half time break, or in response to an injury. In WSSL and in organized soccer elsewhere we **NEVER** substitute “on the fly”, but only upon a stoppage of play and with the Referee’s consent.

Exceptions:

- In very cold weather, substitutes can get very uncomfortable if they are sitting for extended stretches of time. Neither team is allowed to play more players than their division rules permit, but before the game the Referee may consult with the coaches and permit more frequent substitutions in that game, but only on stoppage of play and with the Referee’s consent.

In 19U games, teams may use monitored substitutions with the following restrictions:

- Substitutions are allowed immediately before a goal kick or kick-off, before a team that wants to substitute takes a throw in, or if an injury causes a stoppage in play. Substitutions may also occur during any ceremonial restart, such as a free kick, penalty kick or dropped ball. The referee must not allow substitutions to be used to waste time or disadvantage the attacking team.
- Both teams position their substitutes near the halfway line on the same side of the field, and indicate to the Assistant Referee on that side of the field that they wish to make a substitution at the next available opportunity. The Assistant Referee signals to the Referee that a substitution is desired by either or both of the teams.
- After the Referee signals to permit the substitutes, the Assistant Referee(s) lower their flags, the substituted players quickly leave the field of play, and the substitutes then quickly enter the field of play.

If there are no substitutes for either team and the Referee does not deem it necessary to make a substitution break, e.g. the goalkeepers are not expected to change positions with outfield players at a substitution break, the Referee may allow play to continue as if there was no substitution break.

Goalkeepers

- In divisions 9U to 13U, goalkeepers may play no more than half of the match in goal.
- In divisions 14U and 19U, keepers may play up to the entire game in goal.

The goalkeeper may be changed at any stoppage, as long as the referee is informed. Note that “changed” does not mean “substituted”.

Substitutions may only occur at one of the two substitution breaks during each half, at the half time break, or in the event of an injury. Players must still play at least half the match (per AYSO) or 3/4 of the match (per WSSL) if they arrive prior to the start of the match. Otherwise if they arrive in the first half of the match, they must play at least half of the match.

So "changed" means either that a substitution of the keeper may occur at the appointed substitution opportunities, OR, that the keeper may be changed with another player already on the pitch. In that case, both players remain as players, they just exchange roles as keeper and outfield player.

The referee must not unreasonably refuse any attempt to change the keeper. The referee may decide to allow an adult or substitute to enter the pitch to assist the keeper in removing or donning the goalkeeper jersey and gloves, if ITOOTR, it will speed the change and is appropriate for the age of the players. Division 19U players should be able to dress themselves. There is no implicit right for anyone to enter the field to assist with the change.

Failing to inform the referee of a change in keeper may be cautionable, but the referee must allow the change to stand. Unreasonable delays in changing the keeper (especially by the team in the lead) may be cautionable.

Safety, legal and insurance issues

Goals

Make sure the goal posts, cross-bar and other goal area equipment appears safe; DO NOT EVER allow anyone to swing on the cross-bars, or the goal nets.

Field conditions

It is okay to modify the field size or layout to avoid hazards.

Thunder or lightning

The game must stop immediately, and all persons must leave the vicinity. No match may start or resume less than 45 minutes after the last observation of thunder or lightning. In WSSL, this means that any stoppage due to thunder or lightning is quite likely going to be the end of the match. Note that if a match is terminated there is no winner.

Injuries

If there is any sign of blood on the player or their uniform, the player must leave the field. The wound must be covered and bleeding stopped, and any bloody clothing must be replaced before the player may re-enter the pitch.

Player safety

You are closer to the players than the coaches and parents are; if you think something is wrong with a player (e.g. short breath, heat stroke, asthma, hurt ankle), you can and should take preventive action.

AYSO guidelines for working with children

- Supervisory ratio of 1 adult per 8 children.
- At least 2 adults minimum, one of the same gender as the children.
- Do not be alone with other people's children.
- Follow appropriate AYSO guidelines on touching children - hug from the side, avoid sensitive areas, do it only when the child needs/asks for it, and understand that a child's needs change with age.
- As a practical rule, understand that you may not know the children well. Act accordingly.
- Do not touch an injured player - the coach will take care of that

You are protected under the 1997 Volunteer act IF you have the proper training (i.e. Referee course) and certification (i.e. Safe Haven and CDC Concussion course).

You will NOT be protected under this Act if you:

1. Commit any criminal acts while engaged in WSSL business,
2. Use alcohol, tobacco, or drugs while at or in the vicinity of AYSO games or practices, or
3. Fail to submit a completed and (electronically) signed Volunteer Form *each year*.

Get the right training. Take the AYSO courses that we offer. Take the continuing education that we offer.

You must fill out and sign your volunteer form EACH year. You can fill it out online at WSSL (see above).

Your Social Security number is a required item when completing the form. Be assured that this information is secure. It is stored in an encrypted format, and can only be viewed by the personnel authorized to do so. SSNs are not required for minors, and if the system asks for a SSN, Teen refs may input 000-00-000.

If you are not a citizen or US resident, you can apply for a social security number. More information available at <https://www.ssa.gov/pubs/EN-05-10096.pdf>

If children are participating in an AYSO event, there MUST be at least one adult in charge who has successfully completed the Safe Haven course. If a coach cannot be there (or has been asked to leave the game), a Safe Haven certified adult must take responsibility for the children. This can be a referee or another coach or assistant coach, but it cannot be a non-certified parent.

The AYSO game of soccer

The Game and its Laws

AYSO soccer is a players' game, not a game for referees, coaches or parents.

Soccer in general, and especially in AYSO, is not a nit-picking game. Soccer has very few Laws, and it is an important concept that "trifling and doubtful" violations of those Laws should not be penalized or cause stoppage of play. The interpretation of those Laws is subject to the interpretation of the Referee. The position, judgement, and experience of the referee are critical factors in making those interpretations.

Soccer is a game ideally suited for developing the abilities and skills of children. Different levels of skills can easily co-exist on the field at the same time without reducing the enjoyment of play.

We modify the field size, the number of players and other aspects of the Laws to suit the ages of the children. This is done within the framework of the Laws and the guidance of USSF and IFAB.

Coaches and referees should be vigilant on the Laws which protect the children from getting hurt, and go easy on the procedural rules, particularly in the early years.

The AYSO Team

The AYSO Team consists of referees, coaches and parents, working together for the good of the children.

All grown-ups are expected to make themselves approachable, by players and by other adults, so that if their help is needed, it will be easy to ask for it.

The AYSO Team concept cannot co-exist with a win-at-all costs attitude, and cannot co-exist with a "Referee is fair game" attitude. Both of these attitudes are the result of adults making the game about themselves, not about the players. That is NOT part of AYSO.

We understand the anxiety and frustration that some adults feel when their children are not winning, or are struggling with skills. We are all human. However, these feelings are not an excuse to behave in a manner inconsistent with the putting the players first, the Laws of the Game, or the Rules and Regulations of AYSO.

The Referee is empowered, and expected, to ask any person who cannot behave in a manner that is in the best interests of the players to leave the vicinity of the pitch. If that person does not comply, the Referee may suspend or terminate the match. We hope that it never reaches this level, but if the alternative is that the match is not Safe, Fair or Fun, then that action may be taken.

WSSL Referee Responsibilities

These are the responsibilities of the referees in a WSSL match. Please read through these carefully.

Safe, Fair and Fun

These are the required attributes of a WSSL/AYSO match. If something is unsafe, fix it or don't play the match. If something is unfair, use the Laws of the Game and the Guidance and Procedures to correct it. If it's not fun for the players or the adults, then most likely, it's also unsafe or unfair. Please understand that Fun in this context does not necessarily mean winning.

It's okay to talk to the kids

AYSO and WSSL want you to be a friendly, fair uncle or aunt. So...

It's okay to explain your calls

You are an educator, just as much as the coach is. Be wary of any appearance of partiality in how you explain yourself. The rule of thumb for referees is "Explain. Don't coach". There is no requirement in soccer for the referee to explain their decisions, but since player development is a key part of the AYSO experience, feel free to do so where you think it will be valuable, especially if it would be valuable to more than one player. You do not need to demonstrate the specific decision you are making. You don't need to give a two-handed push signal or repeatedly slap your arm to indicate deliberate handling. If you need to explain, use your voice.

Ask questions

We are all learning. No matter how many matches you do, there is always a chance to reinforce your knowledge of the Laws, or to see a situation from a new perspective. If you're not sure, ask another referee on your team, or ask your division Chief Referee. Make sure that your questions don't interrupt the match unless you need help making a decision. It is acceptable for the center referee to stop play or delay a restart to ask an assistant referee for their opinion, as long as it is not unfair to do so.

Mistakes

Don't worry about mistakes. We all make them, and we all hope to learn from them. Keep the match moving.

You are not alone

The organization is behind you all the way. Get to know your division head and Chief Referee; they are there for you. Don't be an island. Get to know your fellow referees; run lines for them, support them, talk to them. Have fun!

Talk to us

If something is wrong, tell us - we will fix it. Don't suffer in silence. If something is right, *please* tell us. We would love to hear about it, and want to keep doing it.

Join us at a referee get-together or Q&A sessions

Check the WSSL calendar and your email for upcoming dates.

Schedule yourself

Use the online self-scheduler to make your hard-working Referee Scheduler aware of your availability. Sign up early and often!

Look like a referee

Please wear your *complete* uniform. That is a referee shirt, tucked into black shorts, the referee

socks we gave you at your last class, or that you bought for yourself, and (predominantly) black shoes that are safe and comfortable for running on the particular pitch you are working.

Be early

If you don't show up to the pitch at least 15 (but preferably 30) minutes before the scheduled start of the match, you will almost certainly start the match late, fail to find an unsafe condition on the pitch or with the goals, fail to check the players' equipment, or miss the opportunity to have pre-game talks with your fellow referees, the players and the coaches. All of these result in issues during the match. You will also be less relaxed and mentally prepared, which will reduce your enjoyment (remember the Fun part).

Age Group Guidelines

Working with 6-8 year olds

Players who are 6-8 years old are relatively new to soccer. Their attention spans may be limited and their physical skills are limited. These are common attributes of players in this age group:

- They are fun.
- They want things to be fair.
- As they move from ages 6 to 8, they lose some of their self-centered orientation and are more likely to want to be part of a group.
- Most groups will contain a wide range of physical development. Expect wide swings in coordination.
- They need specific, concrete examples to relate to. “Stay an arm's length away from the player” works better than “don’t get too close”.
- They will cooperate if you give them a reason to.
- The referee is expected to be a “friendly uncle or aunt”, taking on an education role in the center of the field

Working with 10-12 year olds

Players who are 10-12 years old may have played in as many as 100 soccer games. They are capable of understanding and acting on more complex situations. Their physical skills are increasing significantly. These are common attributes of players in this age group:

- They are very conscious of being part of a group.
- They want your respect.
- They want independence.
- They will cooperate with you if you give them a reason to do so.
- They continue to view the Referee as an educator, but respect the players’ growing need for independence, and their growing dependence on, and cooperation with, teammates.

Methods of Restarting Play

All Age groups

In these descriptions, “directly” means without contact being made by any other player. The key concept in these restarts is the reason play was stopped. In the event that multiple actions occur that could result in stopping play, the restart is governed by the first decision that the referee made to stop play, regardless of the severity of the offense or the time that the whistle was blown. Also note that a restart cannot be applied to a situation where the ball is not in play. Please see the Laws of the Game for additional information and definitions of the terms used here.

Kickoff

Kickoffs are taken at the start of each half and after a goal. A goal may be scored directly from a kickoff. The ball is in play when it is kicked and moves. At the start of each half, the team that takes (kicks) the kickoff is determined by the coin toss prior to the game: the winner of the coin toss can choose to take the kick-off OR choose a side. If they choose a side then the opposing team takes the kickoff. After a goal, the kickoff is taken by the team against which the goal was scored.

Goal Kick

If, during play, the ball crosses the goal line after last being touched by an attacker, but without a goal being scored, a goal kick is awarded. On a goal kick the ball is in play as soon as it is kicked and clearly moves. A goal can be scored against the opponents directly from a goal kick, but an own goal cannot be scored (restart with a corner kick). The ball may be placed anywhere within the goal area. The ball is within the goal area if it is touching or within the goal area lines.

For 9U and 10U games the Build Out Line rules applies on goal kicks. This video explains how the BOL rule works: <https://youtu.be/sY408eOnAW4>

Corner Kick

If, during play, the ball crosses the goal line after last being touched by a defender, but without a goal being scored, a corner kick is awarded. A goal can be scored directly from a corner kick. The ball is in play when it is kicked and moves. The ball may be placed anywhere within the corner arc. The ball is within the corner arc if it is touching or within the corner arc lines.

Throw-in

If, during play, the ball crosses a touch line (the proper name for the sidelines), a throw-in is awarded to the opponents of the player who last made contact with the ball (intentionally or otherwise). A goal CANNOT be scored directly from a throw-in. A proper throw-in requires that the player hold the ball in both hands, facing the field, with at least part of both feet on or behind the touch line. The player must also throw the ball over their head having started the motion from behind the head.

Note: 6U divisions do not use throw-ins, corner kicks, goal kicks or goal areas. See below.

Direct Free Kick

In 6U, 7U and 8U, a direct free kick is awarded if play is stopped for any foul or misconduct. In older games, a direct free kick is awarded for play stopped due to a penal foul. A direct free kick is taken by the opponents of the player who committed the foul (or for younger players, the misconduct). A goal can be scored directly from a direct free kick. The ball is in play when it is kicked and moves.

Dropped ball

For any stoppage of play by the referee which is not covered by any other restart, the restart is a dropped ball. The ball must be dropped from a height approximately at the player's waist. A goal cannot be scored directly from a dropped ball, i.e. with the first kick. Dropped balls are to a single player of the team that had possession of the ball when play was stopped. All other players from both teams are required to be at least 4.5 yards away. If in the penalty area, the dropped ball always goes to the goalkeeper.

Restarts used only in 9U and above

Indirect Free Kick

If play is stopped for an indirect free kick foul, for offside, or for misconduct, an indirect free kick is awarded to the opponents. A goal cannot be scored directly from an indirect free kick. The ball is in play when it is kicked and moves.

Penalty kick

When a direct free kick foul is committed by a player within the opponents' penalty area, a penalty kick is awarded. The ball is placed on the penalty mark and is in play after the Referee blows the whistle when it is kicked and moves forward. All players other than the kicker and the goalkeeper must be outside the penalty area and behind the penalty mark and the penalty arc until the ball is kicked. The goalkeeper must have at least one foot on the goal line. Depending on circumstances, the kick may be retaken for encroachment, keeper movement off the goal line, or feints by the kicker. Please read the Laws for complete information.

Direct free kick fouls

Direct free kick fouls are any of the following seven offenses committed in a manner considered by the Referee to be careless, reckless or using excessive force (CRE):

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Charges an opponent
- Jumps at an opponent
- Tackling an opponent

In addition, any of the following five offenses are considered direct free kick fouls, even if they were NOT committed in a manner that was careless, reckless, or involved excessive force:

- Holds an opponent
- Impedes an opponent with contact
- Bites or spits at an opponent
- Handles the ball deliberately (except for the goalkeeper within his or her own penalty area)
- Throws an object at the ball, an opponent or a match official, or makes contact with the ball with a held object

Charging

A charge can be loosely defined as body contact. Brief, shoulder-to-shoulder contact (bumping) is allowed while two players are vying for the ball (a fair charge), but hard bodily impacts, spearing, slamming, ramming and cross-blocking are not permitted. Sometimes young players attempt to run through opponents to get to the ball; don't allow this.

Kicking and Tripping

It is often difficult to tell whether a kick or trip was the result of a deliberate action or lack of coordination. One sign to look for is a player who reaches his/her leg around an opponent from behind. This would be a sign of a careless action against the opponent.

Handling the ball

The important word is "deliberately"; the hand must hit the ball; if the ball hits the hand, it is not a foul unless the hand is in the wrong place.

Indirect free kick fouls

It is a foul if a player, in the opinion of the Referee, commits any of the following three offenses:

1. Plays in a dangerous manner
2. Impedes the progress of an opponent
3. Prevents the goalkeeper from releasing the ball from his hands

It is a foul if a goalkeeper, within his own penalty area, commits any of the following four offenses:

1. Takes more than six seconds while controlling the ball with his hands before releasing it from his possession
2. Touches the ball again with his hands after it has been released from his possession and has not touched any other player
3. Touches the ball with his hands after it has been deliberately kicked to him by a teammate
4. Touches the ball with his hands after he has received it directly from a throw-in taken by a teammate

In addition, improper second touches and offside penalties are other examples of indirect free kick restarts.

Playing in a Dangerous Manner

Dangerous play is the call you'll make most often with younger players. While they usually have no intent to do harm, they often misjudge their speed or fail to identify situations that may lead to danger. Since player safety is one of your chief concerns, whenever you see something that looks dangerous, stop play, express your concern to the players and, if opposing players were involved, award ...[a].free kick to the opposing team. If you stop play for a dangerous situation involving only teammates, restart play with a dropped ball.

Slide Tackle

Slide tackling is a part of the game. However, it must be done safely and correctly. A baseball-type slide, with "studs up", is extremely dangerous to any other player in the vicinity. This must not be allowed. Slide tackles from the front or from behind are dangerous. In these cases, if contact is not made, it is a Playing in a Dangerous Manner foul (IFK). If contact is made, then it is a Tackling foul (DFK). In either case, the Referee may decide that a caution or send-off is also warranted.

Protecting the Goalkeeper

Goalkeeper is the most dangerous position in soccer. Do your best not to allow any contact with the keeper. A keeper going out to make a 50-50 save should be given right-of-way. A keeper is considered to have possession even if only one finger is on the ball. Do not allow kicking the ball out of the keeper's hands.

Stop play if the keeper is on the ground in a forest of feet. Be vigilant about heads near goal posts. Call "keeper's ball" to guide the players in quickly-developing situations. Stop play immediately if the keeper is injured or is involved in play where they are, in your opinion, likely to be injured.

Game Information by Division

This information may change from season to season. Please check the WSSL website, your chief referee or your division head for up-to-date information.

The online information can be accessed here:

Game locations, On-field format, goalkeeper, time slot, footwear/cleats, name and email of Division Head, name and email of Chief Referee:

<https://www.wssl.org/programs/core/divisions/>

Ball size, team size, length of game/half::

<https://www.wssl.org/sites/wssl/assets/File/Referee%20Wallet%20Card%20Spring%202022.pdf>

Age-specific rules

Some divisions have different rules based on different age needs and field conditions

6U

- Kick-ins are used instead of throw-ins. A goal may not be scored directly from a kick-in. If a kick-in is done improperly, the Referee allows play to continue, under the principle that the important thing here is just to get the game restarted. Half time would be a good opportunity to demonstrate to the players and the coaches what constitutes a proper kick-in.
- 6U does not use corner kicks, goal kicks or goal areas. If the ball crosses the goal line without a goal being scored within five yards of the goal, the kick-in should be made from the goal line five yards from the goal. Defenders should all be at least six yards away from the ball upon the placement of the ball for the kick-in, free kicks and kick offs.

7U and 8U

- Goal areas extend from the goal line to four yards out, and should be marked with cones on the touch line. The goal area should be approximately 10 yards wide, centered on the center of the goal, and can again be marked with cones.
- Goal kicks have to take place from within (or on the theoretical lines of) the goal area. Defenders should all be at least six yards away from the ball upon the placement of the ball for the kick off, free kicks, goal kicks and corner kicks.
- Throw-ins, corner kicks and goal kicks are used to restart play after the ball entirely leaves the field without a goal having been scored. If a throw-in is done improperly, the Referee allows a “do-over”; if it is done improperly the second time, play is allowed to continue.

9U to 11U

Same rules as 7U and 8U, except that:

- 9U and 10U employ the Build Out Line rule
- Goal area is wider - approximately 12 yards wide
- The penalty mark is eight yards from the goal line (used for penalty shots)
- The penalty area extends to 12 yards from the goal line and is approximately 25 yards wide. In the penalty area the keeper can use his hands to touch the ball, and penal fouls on the defending team result in a penalty kick. On goal kicks, the ball must leave both the goal area

and the penalty area before the ball is properly restarted.

- The goal area, penalty area and halfway lines should both be marked with cones.
- No “do-overs” on throw-ins
- Defenders should maintain a distance of at least eight yards from the ball on kick offs, free kicks, goal kicks and corner kicks

12U to 15U

Same as 9U-11U, except that:

- Heading the ball is allowed - see below.
- Yellow and Red cards are shown for cautions and send-offs.
- Fields are generally larger and the goal area, penalty mark and penalty areas are clearly marked at larger dimensions that are generally proportionate with the larger fields. Note that when we play sideways across turf fields, cones will need to be used to indicate the goal area and penalty area, as well as the halfway line.
- The penalty mark is 12 yards from the goal line
- Defenders should maintain a distance of at least 10 yards from the ball on kick offs, free kicks, goal kicks and corner kicks.
- The goalkeeper is permitted to play more than a half in goal, as much as the entire game if they wish.

19U

Same as 12U-15U, except that:

- Monitored substitutions are used instead of at pre-determined intervals during the game
- A fourth official may be used to assist with managing player substitutions

Heading the Ball

AYSO has provided a directive on how to implement the US Soccer changes to heading the ball in youth matches.

Divisions 11U and younger - Heading is **banned** in both practices and games.

Divisions 12U and older - Heading is **allowed IN GAMES**; however heading for 12U and 13U IN PRACTICE is limited to a maximum of 30 minutes per week with no more than 15-20 headers per player. Enforcing this rule is **not** optional. Please familiarize yourself with these procedures.

WHAT TO DO IF HEADING OCCURS IN A GAME FOR AGES 11U AND YOUNGER:

- Determine if the player **DELIBERATELY** touched the ball with his/her head during a game. In much the same way a referee must determine deliberate use of the hands during play, this new rule also requires the referee to make a judgement regarding whether the use of the head was deliberate or incidental. Please understand the difference between “deliberately” and “intentionally”. Intent is not part of this rule, and we cannot see into the player’s mind. Deliberate refers to the appearance that a player made a choice to act in a certain way.
- If a player in 9U, 10U or 11U **DELIBERATELY** contacted the ball with his/her head during a game, award an Indirect Free Kick to the opposing team. For younger divisions, award a Direct Free Kick. The Free Kick is to be taken from the place where the player touched the ball with his/her head.

- If the Indirect Free Kick (9U and older) is awarded to the attacking team inside the opposing team's penalty area, must be taken on the penalty area line at the point nearest to where the player touched the ball with his/her head.
- If the Direct Free Kick (8U and younger) is awarded to the attacking team inside the opposing team's goal area, it must be taken on the goal area line at the point nearest to where the player touched the ball with his/her head.
- Do **NOT** issue a caution or send off, even for persistent infringement or denying an obvious goal scoring opportunity, and since we're talking about divisions younger than 13U, do not apply advantage.

Game day guide for Referees

At home before the game

Use the online scheduler to sign up for the game of your choice, taking into account the following policy:

“Refereeing your own child’s game (as the Center Referee) is not a recommended practice and is discouraged, especially as they get older, because of the likelihood of perception of bias. It can be a challenge to recruit referees, and in some situations when there is a shortage of referees, having a parent officiate her own child’s game may be the only option. However, it is best if this situation can be avoided.”

Find out the coaches' names, team letters, start time, end time, # of players permitted on the field, length of half and size of game ball in advance of your game.

Check your equipment: uniform, black shoes, watch, whistle, coin, flags, cards, Kleenex, sun screen, data wallet or notebook, and a pencil (or two!). What happens if your whistle stops working? Do you have a backup?

Bring water or Gatorade and a snack.

At the field before the game

- Arrive in time to start your inspections of the teams at 10 minutes before game time.
- Look like a Referee: uniform should consist of a regulation referee shirt tucked into black shorts, referee socks (worn high), black shoes, whistle and stop watch. Men should be cleanly shaven.
- Stretch and jog around the field to loosen up.
- Inspect the fields for any signs of danger, debris, and unsafe or untethered goal posts.
- Verify that the touchline and goal line/corner markers are in position.
- Introduce yourself to the coaches and players.
- Request captains for coin toss. The team that wins the coin toss may choose to kick off or may pick the goal they will attack in which case the other team takes the kick off. The team that doesn't kick off the first half kicks off at the start of the second half.
- Explain that you will start the game at the very beginning of the game slot, so they should be ready to take the field at that point, with all line-ups set.
- In the case of teams playing two games side-by-side, speak to the coaches involved so that you understand how they are going to allocate players to both games. A qualified referee must be assigned to each split-squad game.
- Explain the substitution policy: one third and two thirds through each half, the half time break, and in the case of injury. No one may enter or leave the field without the referee's permission.
- Ask for a game ball from a coach and inspect it for pressure and condition.
- Remind the coach that while the game is in progress, all coaches and substitutes should stay at least two yards back from the touchline and between the halfway line and the top of the penalty area. All spectators should stay at least four yards back from the touchline. No spectators, coaches or substitutes may be near the goals.
- If Assistant Referees are not available, select club linesmen. Give them each a flag, and explain how you would like them to help you (paying attention to the game, indicate ball out of play, keep spectators well back from the touch line, etc.) If you have one or two Assistant Referees, explain the need for eye contact, how you want them to indicate fouls and misconduct, ball out of play,

substitutions, timekeeping, and anything else relevant to working together as a team.

10 minutes before game time

Perform the player pre-game activities, including equipment check and how the game will be called.

- No jewelry, no peaked (visored) caps, no cleats on grass fields, no casts or visible sign of injury.
- In cold weather make sure the team shirt is on the outside. Sweatshirt hoods must be tucked inside the collar of the team shirt.
- Shin guards completely covered by socks.
- Quick speech to players that is age appropriate about things you want to see and don't want to see on the field. Examples:
 - If you fall down and you are not injured get up
 - If you are injured take a knee or stay on the ground
 - If you fall down near the ball and other players are nearby stand up before trying to kick the ball
 - Stay at least one arm distance from the keeper
 - Run with your arms at their sides, in a natural position
 - What is a clean slide tackle

Ask the players taking the kickoff to wait for your whistle.

Check that spectators are confined to at least four yards from the touchline (and do not obstruct your view of the touchline) during the game. Spectators (and coaches) are not allowed to stand behind the goals.

Check that the coach and substitutes are confined to at least two yards from the touchline and within the "technical area" between the halfway line and the top of the penalty area.

Count the players on the field, prepare for kick-off by ensuring that the goalkeepers are ready, start your watch and blow your whistle for the kickoff.

Once the game begins

Watch for foul play, pushing, elbows, tripping. Issue verbal warnings and/or stop play if you feel that the foul play is lessening the enjoyment of the opponent.

Blow your whistle only to stop play, or to indicate a "ceremonial" restart. This includes:

- Kickoff
- Fouls
- Injury
- At the first third, second third, and end of the first half, at the first third and second third of the second half, and at the end of the match.
- Interference from outside influence

You may also blow your whistle if it is not clear to the players that play should be stopped:

- Ball crosses completely over touchline or goal line and players don't realize it

You may also blow your whistle to delay or retake a restart:

- Any improper restart.
- Player taking a free kick asks the opponents to respect the 10-yard distance.
- Pushing and shoving on a free or corner kick.

Keep up with play. Be close enough to see what's happening (5-15 yards), but not so close that you could get in the way. Move behind or to the side of the ball in order to get the best angle and not be screened by the player's bodies. Always know the next place you need to be, especially when the direction of play changes.

Signal the foul and the restart using the approved signals. Verbally announce and signal the restart after play is stopped, using team color to further explain which team retains possession. Do this less and less as the players grow to understand fouls and restarts.

Remember that player safety is your highest priority. There are times when a player will go down hard. Unless contact to the head or neck is involved, do not rush to stop play. Give the player a chance to indicate that they are OK and will continue playing. If in doubt, or if head or neck contact is involved, stop play immediately.

Blow your whistle and stop play if you determine that an unsafe condition has occurred (for example, if a player falls on the ground and is in danger of being injured if play continues).

If a player is hit by a ball or falls to the ground and you allow play to continue, make sure to ask the player if they are OK. If you can't do this without removing your attention from play, stop play first.

Blow your whistle to signal a substitution break, as close to 1/3 and 2/3 of each half as possible, but only at a stoppage of play.

After the substitution break, the restart depends on the reason for the stoppage.

At the end of each half, stop play when the time has expired, whether or not play has stopped.

Remind the coaches that the clock does not stop during substitution breaks. Keep the substitution breaks to no more than one or two minutes, just enough time to allow a quick water break and substitutions. Try to keep the players on the field. Water can be brought to them at the touch lines.

Allow a break at half time. The ideal length of the halftime break is 5 minutes. That 5 minutes should run from the time you stopped play at the end of the first half until the kickoff for the second half is taken.

The second half should start in time so that a full second half can be played and the field cleared prior to the scheduled start of the next game.

The game **MUST** end on time irrespective of when it started.

Safety, Fairness, and Fun

The safety of the children is your number one priority so keep this in mind and let it be your guide when dealing with any situations that may arise.

When the game ends

- Supervise the post-game handshake and pay attention to any unsporting behavior, which should be noted in your match report.
- Compliment the coaches and players on a good game.
- Return the game ball to its owner.
- Retrieve your flags from your ARs/club linesman; solicit and provide feedback (if you have a good club linesman, try to recruit them to become a referee).

You have responsibility for the field until you leave.

Make a note of any issues for your match report. You **MUST** file a match report if there are send-offs, dismissal of coaches or spectators, injuries, or interference from other parties. You **MAY** file a match report for ANY match, and we will be happy to receive them. Send the report to your chief referee via email or enter it in the InLeague system on the Referees menu / Scores & Modifiers page - click on the game number to pull up the scores input screen.

If you have issued a yellow card or red card during a game, describe that in your match report so division management can monitor players' cumulative cards for the season.

After you return home

Submit a brief report to your division's Chief Referee. It may be no more than a sentence that reports a wonderful game with no problems.

Use the on-line scheduler to sign up for next week's game (or if you are ambitious, the balance of the season).

Remember that the training classes prepare you to qualify as a Referee. You will learn to be a Referee on the field. You will learn something new about yourself or the game every time you take charge of a game.

Make a note to attend the Referee get-together and Q&A sessions that are presented during the season. These sessions are a great way to learn from other Referee experiences and for you to get answers to questions about situations that don't appear in the FIFA law book.

As your child gets older, it will become more important that trained Assistant Referees support center Referees. Learn to become a better Assistant Referee, and support your fellow center Referees by running the lines for them. They will generally reciprocate, and run the lines for you, making a better experience for the children.

Make use of your Chief Referee as they can be a valuable source of information/feedback and can keep you in contact and up to date with your fellow Referees.

Assistant Referee duties and procedures

Get to the field in uniform prior to game time to assist the Referee with field and safety inspections. If you are not going to be able to make an assigned game, please let the Referee know in advance.

The duties of the Assistant Referee include:

- Indicating offside infractions (not offside positions). You will need to judge if a player is 'actively involved' or not.
- Indicating ball out of play on your side or end of the field.
- Indicating which side takes a throw-in or whether a goal kick or corner kick is appropriate.
- Indicating an observed foul or misconduct out of the Referee's view.
- Indicating a goal has been scored on your half of the field.

These duties may be modified by the Referee at his/her discretion. Some referees may ask you to wait and confirm their signal depending on who is closer to the play. Some may ask you not to make certain indications, or may ask you to use or recognize "custom" signals. Follow the Referee's directions.

These are the flag signals for the above duties. In all cases, make eye contact with the referee to ensure that your signal is properly communicated.

Offside

Hold the flag straight up and steady until your signal is recognized by Referee, then point the flag out toward the section of the field where the offense occurred. To indicate the far side of the field, hold the flag up at 45 degrees. To indicate the middle of the field, hold the flag straight out away from you. To indicate the near side, hold the flag down at 45 degrees.

Ball out of play (over the touch line)

Hold the flag up and to the side at a 45 degree angle. Point in the direction that the team taking the throw-in will attack their opponents' goal. Hold the signal long enough for the Referee to make eye contact and for the players to

Across goal line off attacking player (goal kick)

Hold the flag straight out pointing to the opposite side of the field. If you are positioned correctly, you will be pointing to the goal area.

Across goal line off defending player (corner kick)

Hold the flag down and to the side at a 45 degree angle pointing to the corner on your side of the field.

Any other foul or misconduct

Hold the flag straight up and wiggle it back and forth. Do not move with the flag movement. Wiggle it enough to be visible, but don't wave the flag.

To indicate that a goal has been scored

Hold the flag in your right hand pointing downward. Run calmly toward midfield, while looking for eye contact with the Referee. Use your run to position yourself for the kickoff.

These are indications to the Referee that the AR has observed an infraction. When you make these signals (except for when a goal is scored), face the field. Stand still and straight. Plant your feet. Hold the flag in

the hand corresponding to the direction the flag is pointing. Signals are never made across the body. The point is to be visible, to be clear about the indication, and to look confident in the indication that you are making.

The Referee has the discretion to accept or reject the AR signal. If rejecting the signal, the Referee should indicate to the AR that they should lower the flag and resume their appropriate position. The Referee should describe how they will make that indication (and any other communication) in the pre-game talk.

Positioning

The Assistant Referee should always be positioned even with the second to last defender or the ball, whichever is closer to the goal line. This is to enable the AR to be in the proper position to effectively call offside. This also means that the AR will be asked to indicate balls crossing the touchline some distance away. The AR is responsible for the area between the midfield line (or, in -a-side games in U9 and U10, the Build Out Line) and the goal line. The Referee, using the diagonal method of control, is responsible for making calls on the other half of the touchline. If the Referee requests something different than this in the pre-game, follow the Referee's instructions.

Prior to the start of the game, the Referee and the ARs should stress to the coaches the importance of keeping the touch line clear of players and spectators. WSSL rules are that coaches and substitutes must stay at least two yards from the touchline and spectators at least four yards from the touchline.

The appearance of referee neutrality is extremely important. Failure to maintain neutrality will lose you the respect of the players, coaches and parents. You must not cheer or coach during the game you are officiating, at center or at AR. Save your accolades for halftime or for after the game. Balance this with the need to be friendly and approachable.

Please remember, an Assistant Referee should ASSIST not INSIST. You are part of a team, and cooperation is critical.

If the Referee indicates the opposite direction from your flag, change your flag to match what the Referee is indicating (even if you strongly disagree). You can discuss the calls with him/her later. Proper eye contact, and a discussion of "call priority" in the pre-game can reduce these conflicts.

The AR should confirm a Referee's indication with the proper flag signal even when the call is made in the Referee's half of the field.

If the AR on the opposite side of the field makes an indication and the Referee is not in a position to see it, raise your flag straight up and wait for eye contact with the Referee. Once eye contact is established, point to the opposite AR. If the opposite AR drops their indication before the Referee sees your "mirror", drop your flag and resume your position.

Directions for using the on-line scheduler

Log in

Login to the wssl.org website. Go to <https://www.wssl.org/> and click on “Log in” at the top of the page. You will be taken to the login page:



Use the email address and password which you used to register your children as players and to register as an adult volunteer. Click on “Forgot Your Password” if you don’t remember the password you setup.

If you don’t have a login for the site, click on “Register as a New User”, and follow the directions on that page.

Once you are logged in, click on “Family Profile” either from the My Account menu or from the link on the welcome page. On the Family Profile page you will see your name listed under “Adults in Your Family Profile”. Click on your name. If your name is not listed, click on “Add a New Adult to My Family Profile”, and follow the instructions on that page.

To activate yourself as a referee, scroll down to the “Volunteer Information” section, and check the box next to “Referee”. At the bottom of the page, select the division(s) for which you want to officiate. You may select up to three. This does not limit you to working only in those divisions. It merely indicates your preferences and lets the Chief Referees for those divisions know of your interest. Make sure you click on “Update Contact Information” to save your changes.

If you are not able to access the schedule, or it appears empty, then you have not completed one or more of the following requirements:

- Volunteer registration for the current year, including completing background checks
- Complete online Safe Haven course and CDC Concussion Awareness course, at AYSOU.org
- Complete the relevant in-person referee class for the division you are trying to access, e.g. for 12U you will need the Regional Referee class; for 7U you need the 8U Official class.

If any of this is not clear, or it doesn’t work for you, please send an email to the Regional Referee Administrator, [Stan Ince](mailto:Stan.Ince@wssl.org).

Schedule Yourself for Games

First, log in as described above. You will be taken to the WSSL Welcome page. In the gray banner at the top of the page, select “Referees” then “Referee Schedule Signup”.

For divisions 9U and above, which require a three person referee team consisting of a Centre Referee and two Assistant Referees, you will see a screen similar to this one:

Search User

[inLeague Home](#) – [Referees Menu](#)

Referee Self-Scheduler

You can still access the old version of this tool [here](#).

Competition: Core Program Division: B14

Once confirmed, Core Program assignments may only be cancelled by a referee administrator.

☰ Sunday, October 6, 2019

Field:	Time:	Division:	Game:	Teams:	REFEREE	ASSISTANT REFEREE 1	ASSISTANT REFEREE 2	MENTOR
Thomas Jefferson Park, 114 & 1st Ave	9:00AM - 10:15AM	B14	52791	B14-B v. B14-D View Match Report	<input type="button" value="SIGN UP"/>	<input type="button" value="SIGN UP"/>	<input type="button" value="SIGN UP"/>	Unavailable

B14-B

- Coach Rajeev Shah (rssshah01@yahoo.com)
- Coach David Mizner (davidmizner@yahoo.com)

B14-D

- Coach Michael Pollack (mike@pollackholdings.com)
- Coach Gadi Friedman (gadi1@earthlink.com)

Jump to week: October 5, 2019 [Next Week >>](#)

In divisions 6U to 8U only one referee is required, although the system allows for two referees to sign up (Match 1 and Match 2) so that there is a back-up referee in case of a no-show.

[inLeague Home](#) – [Referees Menu](#)

Referee Self-Scheduler

You can still access the old version of this tool [here](#).

Competition: Core Program Division: G6

Once confirmed, Core Program assignments may only be cancelled by a referee administrator.

<< Previous Week Jump to week: October 5, 2019 [Next Week >>](#)

☰ Sunday, October 6, 2019

Field:	Time:	Division:	Game:	Teams:	REFEREE (MATCH 1)	REFEREE (MATCH 2)	MENTOR
Central Park North Meadow 5B	8:00AM - 9:00AM	G6	52335	G6- View Match Report K v. G6-F	<input type="button" value="SIGN UP"/>	<input type="button" value="SIGN UP"/>	Unavailable
Central Park North Meadow 5B	9:00AM - 10:00AM	G6	52336	G6- View Match Report B v. G6-D	<input type="button" value="SIGN UP"/>	<input type="button" value="SIGN UP"/>	Unavailable
Central Park North Meadow 5B	10:00AM - 11:00AM	G6	52337	G6- View Match Report H v. G6-I	<input type="button" value="SIGN UP"/>	<input type="button" value="SIGN UP"/>	Unavailable
Central Park North Meadow 5B	11:00AM - 12:00PM	G6	52338	G6- View Match Report A v. G6-E	<input type="button" value="SIGN UP"/>	<input type="button" value="SIGN UP"/>	Unavailable

In the senior divisions, the Referee Self-Scheduler will allow you to sign up to be a Referee or an Assistant Referee. The Mentor column is for Referee Mentors, Observers and Assessors. You will be given instructions on how and when to sign up as a Mentor by your Chief Referee or the Regional Director of Referee Assessment, if you assume those duties.

As illustrated in the screenshot above, when you hover over a game in the “Teams” column, a “tooltip” will appear listing the teams and the names of the coaches, along with their contact info. This is useful information to have when you arrive at the match, or if you need to contact the coaches. You should also note the start and end times, as well as the specific field. Be prepared with all this information. People tend to expect that uniformed officials know this stuff.

For U7 and U8 divisions

The schedule shows Referee and Back Up Referee. If you are the parent of one of the players, please only sign up as a Back Up Referee. Please leave the Referee position vacant so that an independent referee may sign up for the game. In the event that there is no independent referee at the field, the parent Back Up Referee should take the referee the game; otherwise the parent should referee a

different game or watch their child's game.

[inLeague Home](#) — [Referees Menu](#)

Referee Self-Scheduler

You can still access the old version of this tool [here](#).

Competition:

Division:

<< [Previous Week](#) Jump to week: [Next Week](#) >>

Once confirmed, Core Program assignments may only be cancelled by a referee administrator.

☰ Sunday, October 6, 2019

Field:	Time:	Division:	Game:	Teams:	REFEREE	BACK UP REFEREE	MENTOR
Central Park North Meadow 5A	9:30AM - 10:30AM	G8	52395	G8- View Match Report D v. G8-DD	<input type="button" value="SIGN UP"/>	<input type="button" value="SIGN UP"/>	Unavailable
Central Park North Meadow 5A	10:30AM - 11:30AM	G8	52396	G8- View Match Report AA v. G8-C	<input type="button" value="SIGN UP"/>	<input type="button" value="SIGN UP"/>	Unavailable
Central Park North Meadow 5A	11:30AM - 12:30PM	G8	52397	G8- View Match Report CC v. G8-BB	<input type="button" value="SIGN UP"/>	<input type="button" value="SIGN UP"/>	Unavailable

The Chief Referee or Referee Scheduler for your division will finalize all assignments. Be sure to check back here in the self-scheduler or in your email to confirm final assignments.

Select a game by clicking on the green SIGN UP button under the appropriate column and on the same line as the desired game. The game you selected will now show that you are pending assignment, awaiting confirmation by the Chief Referee or Referee Scheduler. If your name is showing as PENDING, you should assume that you are refereeing that game. You will get service credit for both games that are Pending and Confirmed.

If you cannot make it to your assignment, contact the Chief Referee for that division. We don't permit referees to cancel their own assignments, because the Chief Referee and Schedulers wouldn't be informed. By contacting them yourself, it lets them find a replacement sooner.

It is crucial to the success of our Referee program that our Referees use this system to self-schedule games. Without this system the Referee Scheduler's job becomes very difficult as they must resort to sending out a flurry of email messages and making last minute phone calls in order to schedule Referees for the fast approaching weekend games. This can all be avoided if you the Referee take the initiative to let us know when you are available via the on-line Referee scheduler.

Thank you again for volunteering with WSSL. We wish you all the best. Have fun and keep smiling.