Referee Information - Advanced - Spring 2011

MASSACHUSETTS PREMIER LEAGUE

Game Duration

Age Group	Game Duration	Ball Size	Format	Crew
U10	2x25-minute halves	4	8 v 8	REFx1
U11	2x30-minute halves	4	8 v 8	REFx1
U12	2x30-minute halves	4	11v11	REFx1, ARx2
U13-U14	2x35-minute halves	5	11v11	REFx1, ARx2
U15-U16	2x40-minute halves	5	11v11	REFx1, ARx2
U17-U19	2x45-minute halves	5	11v11	REFx1, ARx2

MAPLE Referee Game Log

Although Referees will be paid from the online game report information, the Referee Game Log should be used to keep a record of your games. This should be used by Referees to verify their payment check (coach's signature is required). Please note that this log requires you to list the game number for each game.

MAPLE Game Reporting

Only the Referee **must** submit a game report for every regular season game no later than noon on the next day. AR(s) do not file a game report. Failure to report a game in a timely manner may result in removal from the game and forfeiture of the Referee fee; AR(s) will be paid. In case of an emergency, please contact your Assignor as son as possible and explain the situation.

For Sunday games the reporting deadline is Monday at noon (11:59am)

Please note that the following are considered "Significant Incidents"

- A missing Referee and/or changes of assigned positions

- A team not having pass cards or roster (If you leave the checkbox blank, it means there were no pass cards and/or roster and you **must** explain. Teams will still play if they do not pass card and/or roster.)

- A player or coach ejection

Significant incidents need an explanation in the comment section of the on-line game report. When explaining significant incidents, please be accurate, clear and concise when describing facts; *__NO__* opinions

Cautions are *NOT* a significant incident.
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Please read the directions on how to complete the MAPLE online game report (see Referee Resources section).

General Information

Referees do *__not__* handle administrative issues.

A referee cannot declare a forfeit. If a team fails to be ready to kick-off after the grace period expires, the referee should **only** indicate the **game will not be played**. If a Team does not have enough players to continue to play after the start of the game, the referee should **only** indicate the **game is abandoned**.

If a team does not have a properly identified adult to coach before the start of the game, the referee should **only** indicate the **game will not be played**. If a team does not have a properly identified adult to coach after the start of the game, the referee should **only** indicate the **game is abandoned**.

When approached and asked as to the outcome of a game which will not be played or a game that was abandoned, the referee should clearly state "**I am sorry, but Referees do not determine the outcome of the game. I will report the score and time of stoppage to the appropriate authorities in the League. They will decide**".

If the person continues to inquire as to the outcome of a game which will not be played or a game that was abandoned, the referee should clearly state "**I am sorry, but Referees do not determine the outcome of the game. I will report the score and time of stoppage to the appropriate authorities in the League. They will decide**".

Matches will be played unless canceled on the website or you're contacted by an Assignor or the MAPLE office. For Sunday matches, cancellations/changes should be on the MAPLE website by 10:00 am for afternoon games and 8:00 am for morning games. After this time, only the Referee, upon his arrival at the field, can postpone a match for unplayable conditions. If time permits, you will also get an email. If you fail to check and the matches have been canceled, you will not be paid if you show up at the field. If you show up for a game and no teams show up due to a postponement and this status change occurred after the stated times above, all three Referees need to forward the email they received postponing the game to the Referee Coordinator.

If the Referee declares a field unplayable, the league will pay the Referee crew for any prior officiated games and for the abandoned game only. The League will not pay for any remaining games in the set.

If the Referee declares the field unplayable, the Referee crew may leave after notifying the teams (unless there's a possibility that the field could become playable), and the Referee (or designated AR) must call the league office immediately. The home club is responsible to have a representative stay at the field to notify the teams who are scheduled later.

If teams do not show up for games, Referees are always paid for all games assigned. If you have multiple assignments, you **must** stay or try to contact the teams involved or call the Referee Coordinator.

If the field is not playable due to non-weather related problems, Referees are paid for all games assigned.

Home team is listed first in your assignments and MAPLE book. If a color conflict exists, the home team changes. Check the goalies' shirt color before the match; it will save you some embarrassment and not delay the game.

Keep coaches in their appropriate area: i.e., a 25 yard area starting 10 yards from the halfway line during play. Let the coaches know this before the match, and then, enforce it.

Substitutions should be done at the halfway line: i.e., substitutes should be on the halfway line prior to the opportunity to substitute occurs.

Abusive or obscene language, violent conduct or play, or other detrimental behavior can not be tolerated! Don't let coaches get out of hand; stop it early and be consistent.

Any fighting or "bad" incident, please submit the online game report immediately and call your Assignor. All three Referees must send the Referee Coordinator an email detailing the circumstances within 48 hours.

Pre-Game Info

Arrive 30 minutes before scheduled start. Meet your partners and enter the field together if possible. The Referee should discuss AR(s) duties and any other necessary matter. The "senior" Referee should help in this discussion if necessary; please remember that some Referees' experience may not be the same as yours.

There is a 15 minute grace period. You do not give extra time to wait for more players to arrive.

Make sure you review the proper AR signals and DSC mechanics.

Get the Game Roster (2 copies) and pass cards from each team. If a player does not have a pass card, that player does not play. If a coach listed on the roster does not have a pass card, he cannot coach even with a driver's license. If the coach(s) on the roster are not present, an adult with a driver's license may coach the team or any other coach(s) from that club with a pass card. If a team is left without a coach during the match, an adult with a driver's license may coach the team for the rest of the match. There can be up to four bench personnel per team on the sideline.

Remember, Teams only need 7 players, 2 game rosters (could be multiple sheets), and pass cards to start play.

If a team has forgotten their pass cards and/or roster, and the coach says he will have the pass cards and roster before the end of the match, you should play the match and verify the players at the half or end of match; the Referee needs to ask for the pass cards/roster at the end of the game.

If the pass cards and/or roster are not available by the end of the game, the Referee **must** include this information on the MAPLE online game report.

For all U16 and above matches, teams must hand the Referee a copy of their Game Roster prior to all matches (Referee check-in). A Team Roster may have up to a maximum of 22 players but the Game Roster is limited to a maximum of 18 players (taken from the 22 player Team Roster). The Game Roster is created simply by checking the "Game Active" box on your Team Roster for each of the 18 players participating (or crossing out players' names that will not participate).

Once the Game Roster has been given to the Referee, the players not participating in the game can be on the team bench but must have their uniform covered or be in street clothes (they must also have a valid pass card).

After each team has been checked in, return the pass cards immediately (do not keep); sign the game rosters (all Referees) and give each team a copy of the opposing team's roster. For regular season games, have the home team sign your Referee payment form. If a player or coach is sent off, you do not need the pass cards; you must complete and submit the MAPLE online game report within 24 hours with the names of the individual(s) involved. If necessary, ask the coaches for the names. You will not be paid if you fail to submit report in the required time or provide incorrect/incomplete information.

If only one Referee shows up, try to get a club linesman for each touchline. If only two Referees show up, try to get one club linesman. If club linesmen are not available, officiate the game with the Referees on hand. A club linesman only does one thing; signals the ball being over a touchline or goal-line.

Never officiate a two-man system under USSF rules.

Match Procedures

The Referee and/or Referees Crew should walk to the center circle before the start of the game. After that, and for games that have more than one referee, the AR(s) would go check the nets.

AR(s) should check the nets in "unison" and then go to the touchline and take position even with the second to last defender. AR(s) verify that the goalkeeper on their end is ready and signal to the Referee by unfurling their flag. The Referee should not yell to keepers "are you ready?"

The Referee should start his watch before the whistle is blown to start the match. Also, it's advisable not to let your watch "run down" and beep.

Substitution procedures should be addressed with both coaches prior to match. Remember both teams can substitute on a throw-in if the offense subs; be consistent with what you say and have the subs enter from the halfway line. At a stoppage in play for an injury, there is unlimited substitution even if the player does not come out of the game.

Players should not be substituted on a yellow card unless there's an injury at the same time.

Anytime the Referee blows his whistle, the ball becomes dead immediately!

Be professional in your conduct prior to, during and after the match. Keep socializing to a minimum. Don't say anything more than you have to; "You can't get in trouble for what you don't say."

Try not to delay restarts because the ball is not exactly where the foul occurred. The farther away from the goal the ball is, the less strict you could be; use common sense! Do not handle nor play the ball. Get away quickly!

MAPLE requires cards to be shown to coaches if you issue a caution or send-off to them. This is due to Referees not clearly informing coaches. Again, Referees will show the appropriate card when cautioning or sending off a coach. There is no exception to this!!

Important

Referees do not handle league administration problems regarding a player or a coach's pass card. If you think there is a problem, report it to the league after the match.

Uniforms must have a number that is different from any other teammate.

It should not make any difference where the location of a foul occurs. If there's a foul in the penalty area, treat it as any foul occurring anywhere on the field of play; call it unless you signaled advantage. It's your job to enforce the rules; not to worry if your call gives a team an opportunity to score.

Be aware of tackles from the rear and side; see the play and make the call.

Keep this information packet with you at all times and keep it in a plastic bag (in case of inclement weather). Remember to fill out the game info on the Referee Game Log before the match and have the coach sign it.

When leaving a message for an Assignor or League Officer, speak clearly, and state your name, date, time and your phone number twice. Then you can leave a message speaking clearly.

Information on U10 and U11 (8 v 8)

There will be U10 and U11 games played on Sundays at 9:00am, 10:15am and 11:30am at selected fields. There may be some afternoon U11 games; if this occurs, they will not be combined with 11v11 games.

Only one Referee will be used and all rules are the same except that it will be 8v8. Goals may vary in size for the U10/U11 (could be the full size goals or smaller).

We do not expect any U10/U11 player or coach being sent off, but please insure coaches are not out of control.

Rule for Sent off Players

An ejected player must be accompanied off the field by an adult. However, when that is not possible, an ejected player may stay within the confines of the technical area.

The head coach is the one who determines if an appropriate adult is available.

The head coach is the team official responsible for the actions of the ejected player and will be first team official to be sanctioned if any infringement by the ejected player occurs.

The player and team officials are responsible for their actions while remaining there. Any additional infringement of the laws of the game or rules of the league, including any harassing of game officials, opposition players or spectators by the ejected player may result in cautioning or ejection of a team official.