

****PYSA REFEREE INFORMATION****

- These are the assigned number of referees per division:
 - 1 referee for Kindergarten, 1st Grade, and Special Needs
 - 2 referees for 2nd, 3rd, 4th, 5th, & 6th grades
 - 3 referees (1 center referee & 2 linesmen) for 7th-12th grade
- **Call Dana Patchen at (419) 350-1616 if you need to cancel. Please try to call before Wednesday. DO NOT find your own substitute. If you are a “no show” and have not notified Ms. Patchen 2 DAYS in advance, you may automatically forfeit the remainder of you games you have been assigned to work for the rest of the season. If you work alone (with the exceptions of Kindergarten and Special Needs teams) you must call Ms. Patchen within 48 hours of the game(s) in order to earn the \$5 per game bonus.**
- Arrive NO LESS THAN 15 minutes before the game. If you are not prompt with arrival, the other games get off schedule as well.
- Wear your white referee T-shirt, tucked into a pair of dark shorts (black is preferred) with dark socks pulled up (black is preferred). Bring a watch and whistle. Hats and sunglasses should **not** be worn.
- Get involved during a game. Try to help our young players learn and enjoy their games. (Remember when you first started). Explain your call.
- Make your calls with purpose and conviction. **Blow your whistle loudly for all calls.** Yell out your call and use hand signals. When the whistle is blown, the game should stop and you must make a call. When you make a call, explain and show the players what they did wrong, especially in the younger divisions.
- Be consistent with your calls. If you make a bad call, don't change your call. Go on and remember what the right call should have been the next time. You will make mistakes. Move on and don't worry about it. If you are not 100% sure of the call, act like you are. Somebody will be mad about every call. Ignore them.
- The referee is in complete charge of the game. He or she is the timekeeper and keeps a record of the game. The referee is empowered to stop play for injury or other reasons and to restart it when ready. He or she also may end the game due to inclement weather, spectator interference, etc. The referee administers penalties and cautions or expels players and/or coaches for misconduct. **THE DECISIONS OF THE REFEREE ARE FINAL.**
- In games with linesmen (there are two) their chief duty is to indicate when the ball is out of play and which side is entitled to the corner kick, goal kick, or throw-in. They also should assist the center referee in regards to misconduct. The linesmen are equipped with flags, which they use to signal to the center referee. By signaling, they assist him or her in controlling the game. They are extensions of the center referee.
- Any disagreements between coaches and/or fans should be resolved by the coaches, not by you. Your concern is to apply the laws of the game. If a parent is getting out of hand, it is the responsibility of the coach to get them in line. You should tell the coach what the problem is. Please call Dana Patchen immediately after the game to tell her about the incident.

*****PREGAME CHECK IN*****

Referees shall check in both teams (before the game) as follows:

- Shirts must be tucked in
- Shin guards must be worn and covered by socks
- Shoes must not have sharp spikes (tennis shoes are ok)
- **Jewelry shall not be worn; this includes hair barrettes and earrings.**
- Hooded sweatshirts must be tucked into the shirt (the hood **may not** hang out)
- Basic rules as appropriate for the age of the players will be discussed with the players and **both** coaches
- Your major concern is the safety of all the players. If a situation arises where YOU feel a player's safety is at risk, you can send them to the bench. One such case is a player with a cast on their arm, etc.
- Depending on the age group, explain your intentions regarding calling fouls, handballs, offside, etc.
- Explain what advantage is and define offside.
- Girls can fold their arms across their chest to avoid injury as long as they are not attempting to change the direction of the ball. If this is the case, call a handball.
- Both teams may substitute after a goal and on goal kicks. Other than that, a team may only substitute on their throw-in. Substitution is not allowed on corner kicks.
- Demonstrate both good and bad throw-ins (**ball must be thrown with both hands and come from behind and over the head. Both feet must be behind the touchline and on the ground.**) There will be a lot of "bad" throw-ins in the younger age groups.
- If you get hit by a ball, you are nothing more than tall grass and play continues
- Discourage the use of slide tackles and diving
- Call penalties on any pushing or shoving, this is not a contact sport
- Everything stops on your whistle

*****THE GAME*****

After pre-game check in:

- Call for captains. The team that wins the toss gets to receive. If you do not have a coin, have the captains guess odd or even for fingers behind your back. The other team gets to decide what end they are defending.
- Players should hold the centerline at kickoff, a step or two is not a big deal, but if somebody is 10 yard downfield, redo the kickoff. Be sure to let the players and coaches know why.
- Try to keep the players on their feet and discourage the use of slide tackles and diving. Young children see professional slide tackle on television and think they can do it as well. Diving is unsporting conduct in an attempt to draw a foul. Teams alternate kickoffs at the half or quarter.
- **If one team is 5 or more goals ahead of the other team, remind the coach of the dominant team about sportsmanship. They need to do things to stop scoring and give the other team a chance to catch up. Suggestions would be switching the offensive and defensive players, having the players kick the ball 6 times before somebody can shoot it, or pull the dominant players off the field. This is not a competitive league. No team should run up the score on another team. If the coach does not follow your suggestions, call Dana Patchen at (419) 350-1616 immediately after the game.**