

MAYSA Game Day Procedural Reminders and Notes for Referees

Pre Game Arrival Responsibilities

- Arrive at least 15 min prior to scheduled kick off.
- Inspect field, goals, nets. Etc.
- Perform player equipment check not less than 5-7 min prior to kick off.
- U11 and older matches, request to see coach's pass and team roster.
- For Classic, WYSA State League and Midwest Regional League-level games verify player pass cards against roster.
- For Recreational-level games, ask only for a copy of the roster. Players will not have pass cards.
- If any of the above are not made available, proceed with the game but NOTE THE MISSING INFORMATION OR REQUIREMENTS IN GAME REPORT!

Administration

- Pay scale for MAYSA Games is:
Recreational league fees (home team pays full fee)
U10: \$15; U11/U12: \$26 (AR \$16); U13+: \$32 (\$22)
Classic league Fees (each team pays half):
U11/U12: \$26 (\$16); U13&14 \$34 (\$22); U15&U16 \$44 (\$28); U17+ \$54 (\$32)
In the event that one or both ARs are unavailable, the game may proceed but the team(s) retain the referee funds.
- U9 through U12 use size 4 ball; U13+ a size 5
- U9/10 = 25 min halves; U11/12 = 30 min; U13/14 = 35 min; U15/16 = 40 min; U17+ = 45
- Maximum Roster size for U9/10 = 12 players; U11/12 = 14; U13+ = 22 (however, no more than 18 may "suit up" and play in a given match)

In-Game Reminders

ANNOUNCE your decisions by making clear signals
BLOW your whistle so everyone can hear
COVER the field by running to keep up with play
DRESS in the proper uniform
ENFORCE the Laws of the Game

A.B.C.D.E

Spectators or coaches violating the No Tolerance Policy – it is recommended that, for spectators, work with the team's coach to curb the behavior. If it persists, the offending individual(s) may be dismissed from the field area: out of sight and out of hearing.

Do not engage in comments with fans, no matter how tempting. You can not win this battle. It will show you can be distracted and whatever you say can be misinterpreted or used against you. Do not have "rabbit ears":

Hear only what you need to hear to preserve your authority or game control.

Do not use sarcasm or profanity. Display positive and authoritative body language at all times.

If a potential head injury is observed stop the game and offer the player's coach the opportunity to remove and examine the player. If stoppage did not occur during a dead ball, perform a drop ball.

Weather Issues/Reminders

Referees must suspend a game if they hear thunder or see lightning. All participants are to move away from the fields and into a storm shelter or vehicle. Referees, in collaboration with team coaches and/or managers, are to keep participants away from the field and not to restart the game until at least 30 minutes following the last detectable/observed thunder or lightning. At the field, the decision to stop, suspend or terminate a game lies exclusively with the referee regarding any other severe weather conditions.

Once the game has started, the decision to stop play rests solely with the referee. If the game is called prior to half time, the game is to be replayed in its entirety. If the game is called at halftime or any point thereafter, the game is considered a complete game and the final score stands. Referee(s) shall be paid in full for games which were started but had to be terminated at any point due to weather.

Other Important Notes

- **General professionalism** – please refer to coaches as "coach", "sir" or "ma'am". And, players by their numbers. It may be the case that you, as the referee, are familiar or friendly with the coaches or players. But, you must completely refrain from fraternizing with them before, during or immediately after the game. Objectivity and the strict appearance of impartiality is essential.
- **Timekeeping** – use a proper watch with a digital setting. A cell phone/smart phone is not a proper time keeping device. If added (injury) time is necessary announce the amount of time to bench areas of both teams.
- **Player Safety** -- Player safety is of paramount importance to the game. Physical contact, like should to shoulder contact while playing of the ball is allowed, but pushing and charging are not. The age and skill level of the players also needs to be taken into account. The younger and less skilled players do not have as much control over their bodies and do not know how to protect themselves, thus a trifling foul at a classic level is probably a foul to be called at the recreational level. MASRU receives significant feedback regarding attacker vs. goalkeeper challenges. **When a goalkeeper has the ball, he/she cannot be challenged.** If an attacker races in to challenge the goalkeeper for the ball you should stop play and restart with an indirect free kick to the defense. The attacker is 'playing in a dangerous manner.'
- There are no hand signals in soccer: there is no offside signal, no high kick signal and thus no signal should be given other than whether it is a direct or indirect kick. At the younger and/less skilled players level you will need to verbalize a call more often, but should not rely on this. Refrain from getting into a conversation with a coach. If absolutely needed you can have a very quick explanation of a call, no more than 5 seconds, but do this near the coach and not yelling across the field.

Post Game

- For Classic level games, return player pass cards to coaches/managers!
- Within 24 hours, please complete the post game reporting for all matches via Game Officials. Noting unique issues such as field or goal conditions, player/spectator/coach behavior (positive or negative) help not only you, but all referees. State facts, not opinions.
- If a red card is issued and player pass card removed return the card, via mail, to MAYSA immediately: 5964 Executive Dr., Ste 1, Madison, WI 53719