

SYSA REFEREE POLICIES AND PROCEDURES

Spring 2011

Last Update: 03/10/11

Welcome to the Sterling Youth Soccer Association (SYSA). For those of you that are returning referees we thank you for your support. For those of you who are newly certified referees, congratulations on completing the referee course. We also welcome the "Referees In Training" (Ref-ITs) who referee our U6 and U7 games

This document contains information for the upcoming season about:

1. getting game assignments,
2. tips on preparing for and working your games,
3. submitting game reports,
4. and **getting paid** for your hard work!

Other important documents that you should download from the SYSA "Referee Corner" page at <http://www.sysa.net> include:

<ol style="list-style-type: none">1. SYSA Game Rules for U6 through U102. SFL and ODSL Rules of Play3. Sample Pay Sheet (U6/U7 levels only)	<ol style="list-style-type: none">4. SYSA's Referee Pay Scale5. Pre-Game Checklist6. Recent FIFA Law Changes
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GAME ASSIGNMENTS

1. RECEIVING ASSIGNMENTS: SYSA uses an online system that allows referees to self-assign to the games they wish to work. Once the games are posted on the **MySoccerLeague** webpage, you will receive an email letting you know that games are available for self-assignment. Referees who attempt to self-assign before this notification will be unassigned from those games.

2. SELECTING THE APPROPRIATE GAMES: To make sure that you are approved for the games you select, please observe the guidelines that follow.

Note: Ref-ITs may only take U6 and/or U7 games.

All self-assignments are reviewed by SYSA's Referee Assignor and Referee Mentor, who reserve the right to make final approvals. If necessary, we will contact individuals that are not eligible to referee certain matches either based on age or experience

On the other hand, we acknowledge that there are always going to be exceptions, and it is in everyone's interest to see motivated and talented referees move forward in their "referee careers." If you want to be considered for matches that are outside of these guidelines, or these guidelines simply do not apply to you (as in the case of a newly certified 16 year old referee) please contact the Assignor or Mentor to make arrangements for an on field evaluation. Contact information is listed at the end of this document.

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STRENGTH LEVELS→	0	1	2	3	4	5	6
<u>Certified</u>	NO	YES	YES	YES	YES	YES	YES
<u>Game Level</u>	Ref In Training	Age 12-13 New 14	1 st yr Jr Ref Age 13+	2 nd yr Jr Ref Age 14+	3 rd yr Jr Ref Age 15+	4 th yr Jr Ref Age 15+	4 th yr Jr Ref Age 16+
U6	CR	See Note1	See Note1	See Note1	See Note1		
U7	CR	See Note1	See Note1	See Note1	See Note1		
U8		CR/AR	CR/AR	CR	CR		
U9		AR	CR/AR	CR/AR	CR	CR	
U10		AR	AR	CR/AR	CR/AR	CR	
U11			AR	AR	CR/AR	CR/AR	CR
U12				AR	CR/AR	CR/AR	CR/AR
U13					AR	CR/AR	CR/AR
U14					AR	AR	CR/AR
U15						AR	AR
U16						AR	AR
U17						AR	AR
U18						AR	AR
U19						AR	AR

Note1: U6/U7 games are now reserved for Referee In Training program refs only as of Spring 2009
For the purposes of the above guidelines,

- a 1st Year Jr Ref has 0-1 seasons of experience,
- a 2nd Year Jr Ref has 2-3 seasons of experience,
- a 3rd Year Jr Ref has 4-5 seasons of experience, and
- a 4th Year Jr. Ref has 6-7 seasons of experience.

In order to work games at a particular strength level, you must meet both the **age** and **experience** requirements. **For example**, let's say you are a 2nd year 15 year old ref. Although you have the age to work at Strength Level 4, you do not have the necessary experience. Therefore, you should work games at Strength Level 3 where you meet both the age and experience requirements.

If you need help figuring out this table, contact one of us and we'll be happy to recommend game levels for you. (See Contact Information at the end of this document.)

Other criteria for game selection:

- **Center Referees** must be 2 or more years older than the game level for SFL games (for U12 SFL game, you must be at least 14) and 4 or more years older than the game level for ODSL games (for U12 ODSL game, you must be 16)
- **Adult Referees**, although not restricted to the above guidelines, are urged to use common sense when selecting games. When selecting a competitive level to referee, make sure you are suitably comfortable with sideline and player management, proper positioning and the use of your ARs, have sufficient foul recognition experience, and have the appropriate level of fitness for games at that level.
- For recently certified **Adult Referees**, we strongly recommend that you consider being an AR for some of your first few matches at older SFL and Travel games before signing up to CR younger recreational matches.
- We would like to see **Veteran Referees** look for opportunities to CR or AR with younger, newer referees who may benefit from your experience. The pay may be less, but the benefit to these young referees will be enormous. And the teams will greatly appreciate it as well.

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- **Grade 9 Referees** are restricted to recreational games only (i.e., no travel games), and are certified to CR or AR games only up to U14. To work older games or travel games of any age, be sure to upgrade your certification to Grade 8.

3. SELF-ASSIGNMENT INSTRUCTIONS

- Go to MySoccerLeague at www.mysoccerleague.com. There is a link from SYSA's **Referee Corner**.
- Login using the ID and Password that you received by email.
- Select "**All Referee Assignments**" to see a list of dates (you may need to scroll down)
- Select the date you are interested in to view all the posted games for that day.
- To accept a referee position, click on the "I'll Take It" button. The screen will refresh and you'll see your name posted.
- To cancel from a referee position, click on the "Cancel" button under your name.

4. SELF-ASSIGNMENT DOs AND DON'Ts

U6 and U7 observe dual games. U6 and U7 teams split in two on game day and play dual matches at the same time for the two teams. We therefore need two (2) Center Referees to cover both those games. However, when you see the game listing, you will see the game listed only once. So, to sign up as a Center Referee, select either "Center Referee" or "Assistant Referee 1" for these games. (Do not sign up for "Assistant Referee 2".)

U8/U9/U10 need Center Referees and optional Assistant Referees. SYSA will be providing an option of working as an Assistant Referee for the U8 and U9 levels and continue to offer Assistant Referees at the U10 level. U8 and U9 Assistant Referee positions are being offered to the younger referees (age 12 and 13) as preparation for serving in the Assistant Referee capacity for the U10 and above games.

Game Limits.

U6/U7: Initial 2 game limit per day. These game levels utilize Referee In Training (Ref-IT) refs only. Depending on the number of Referee In Training refs available for any given season, we will provide emails about sign up policies that may limit you to every other weekend. Or we may ask that you take a weekend off here and there to allow more Ref-IT refs to get games.

U8+: Certified refs can take up three games provided at least one is an AR position. This will provide you with both CR and AR experience which is needed in preparation for the upper level games.

These game limits may be changed on a week to week basis depending on need. Notification of this will occur via mass email from the assignor.

Watch out for time conflicts. The MSL self-assignment system will not tell you if you have a time conflict. So be careful that your game times don't overlap! You may be a terrific referee, but we seriously doubt you can be in two places at once.

Watch out for field conflicts. If you have back to back games, make sure that they are on the same field location. It usually takes 15-20 minutes (if you are lucky) to get between field locations (factoring in the driving and the parking). So, give yourself plenty of time to get to your next field.

Don't grab up all the games for a particular age group, on a particular field or a particular time for each weekend in the schedule. Give someone else a chance to work those games! (Teams like variety too, so give them a chance to see someone else working their games.) "Game Hogs" will lose game

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assignments out of fairness to others. However, should the 2 game limit be lifted during the week, and suitable games are still available for that upcoming weekend, you can go ahead and take more.

Give yourself breaks in your schedule if you plan to work a long day. Teams look forward to their games every week, and have a reasonable expectation that their referee is going to give them a 100% effort for each game. Even if you are in the best physical condition, you can still become mentally tired and unfocused if you don't take a break.

Mix up your assignments. By taking the same games on the same field all the time, you will find yourself becoming very bored, very quickly. So, mix it up! Perhaps alternate between CR and AR for those games, or try working on different fields and different age groups or competitive levels to keep it interesting and fun. (Obviously this is hard to do if you are just starting out as a ref, but it's something to keep in mind for the future.)

5. CANCELLATION and NO-SHOW POLICY

ONCE YOU SELECT A GAME, YOU ARE RESPONSIBLE FOR IT! You can cancel freely up to the Tuesday before the weekend of your game. Your assignments then become locked within 72 hours of the game by the system and are no longer available for cancellation. If cancellation is needed, we'd strongly like 48 hours advance notice of your cancellation and we need it by both phone and email so that we are informed in time to find a replacement. This is especially important for SFL and ODSL matches, where home teams risk forfeiting their games (and losing placement in their standings) if we do not provide at least a Center Referee for that game. Our contact information is at the bottom of this document.

Do not simply pull a "No Show" – this is worse than informing us late. This is a job, and you are responsible for your assignments unless an emergency arises, or you are too sick to ref your game. In these cases, we need a phone call for last minute cancellations so that we may try to find a suitable replacement as soon as possible.

Referees who frequently cancel within 48 hours will be barred from future assignments for the season. This also applies to referees who sign up for games and then fail to show up.

PREPARING FOR YOUR GAMES

1. POST YOUR GAME SCHEDULES WHERE YOU WON'T FORGET THEM: Enter your games into your calendar or agenda, print them out from the MSL system and post them on the refrigerator, tie a string around your finger – do whatever works best for you!

2. CHECK FIELDS, DIRECTIONS and ARRANGE YOUR TRANSPORTATION: Make sure you know where you're supposed to be on game day, and arrange your transportation ahead of time.

3. BRING YOUR PAY SHEET (applies to U6/U7 only as of Spring 2010y): The only valid means of reporting your games is by using the Pay Sheet posted to the website. This pay sheet should be used to track your games for payment purposes. You can get the coaches to sign near their name as proof of working these games. ARs can have their sheets signed by the Center Referee. Whether you are serving as a Center Referee or an Assistant Referee, you need to submit your own signed payment sheet or assignment schedule. CRs for SFL matches need only obtain the home coach's signature. ARs for SFL matches need only obtain the CRs signature. **[Note: This policy is subject to change. Attend the referee kick-off meeting or watch the Referee Corner for the latest instructions.]**

4. ASSEMBLE YOUR UNIFORM AND EQUIPMENT: Having your gear all set to go the night before will insure that you won't forget anything in that mad scramble to get out the door. (An equipment checklist is available online for your use.)

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- 5. REVIEW GAME LEVEL RULES AND GUIDELINES:** These rules and guidelines are in the Referee handout you received at the Pre-Season meeting (and are also posted online.) They cover U6 – U10, SFL and ODSL rules concerning team size, rosters, ball size, game length, substitution rules, play down rules, etc.
- 6. DOUBLECHECK YOUR ASSIGNMENTS ON GAME DAY:** Check to make sure your assignment is still on. Although we don't expect last second changes...you never know.
- 7. PRINT OUT A COPY OF THE SCHEDULE AND A MAP OF THE NOVA FIELD:** Weekly schedules can be printed from www.mysoccerleague.com. Select "My Current Assignments" and print your most current schedule each week. Maps can also be printed from the website. Keep these with you as reference. We can't tell you the number of times we've been approached by lost families looking for their field at NOVA. Having a schedule and a field map handy will make you a hero to them. (Also, field numbers change from one season to the next, so it's good to have a recent copy of the map.)
- 7. PACK REFRESHMENTS:** Pack enough water, sports drink and snacks. Bring a light lunch too if you plan to stay the day. Working on an empty stomach or while dehydrated will make you light-headed and unfocused. We want our referees to be safe and at their best while working their games!
- 8. PREPARE FOR THE WEATHER:** Listen to the weather report before you leave for the field. Dress in layers for the cold weather, as cold mornings can turn into warm afternoons. Pack a bottle of sunscreen in your duffle so you'll always have it on hand – and make sure you use it! You can get sunburned even on overcast days. On rainy days, bring a rain jacket and pack your pay sheets and other non-waterproof supplies in sealable zip lock bags to keep them dry.
- 9. CHECK THE FIELD HOTLINE BEFORE YOU LEAVE FOR THE FIELD:** The SYSA Field Status Hotline will be updated by 4:15pm during the week and by 8:00am on weekends. The number to call is: 703-729-8728. Loudoun County Parks and Recreation makes closure decisions for all county fields. Their number is 703-777-0456. (SYSA's hotline will be updated to reflect LCPRC field status as available.)

OFFICIATING YOUR GAMES

- 1. ARRIVAL TIME:** Referees should arrive on the fields 15-30 minutes early. Arrive with plenty of time to spare so that you can properly inspect the field (see point 2 below).
- 2. FIELD SAFETY CHECK:** Check for field conditions, line visibility, the presence of corner flags (at least 5 feet tall), and secured-down goals. If goals are not securely anchored down or if there is any other serious safety issue, **DO NOT START THE GAME** until it is corrected. The home field coach is responsible for lining the field and providing flags, so ask them to take care of these things if needed.
- 3. INTRODUCE YOURSELF TO THE COACHES:** Before the game, introduce yourself to the coaches. If you have ARs, try to do this as a complete referee team. Ask the coaches if they have any questions or concerns. If there are issues with weather and the possibility of needing to call a game due to unsafe conditions, explain how you plan to handle this. At the start of the season, it's a good idea to review substitution rules.
- 4. PAY SHEETS and COACH SIGNATURES:**
 - **U6-U7 Games** – Each Center Referee must have each coach sign your pay sheets. Choose the most convenient time, either prior to the match or just afterwards. Bring a clipboard and extra pen with you to add to that professional look.

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- **U8- U10 Games (as of Spring 2010)** – each ref is responsible for reporting that they worked each game using the same online system where game signups occur. See the online reporting section below for how to do this.
- **SFL Games (as of Spring 2010)** – each ref is responsible for reporting that they worked each game using the same online system where game signups occur. See online reporting section below for how to do this.
- **ODSL** – a new process is being put in place starting Fall 2008 season to provide payment. You should receive a userid and password to the www.odsl.org webpage so that you can provide online confirmation of games worked. Signup for games still occurs in www.mysoccerleague.com For more information, contact the Assignor.

5. CHECK-IN PLAYERS (UNIFORM AND EQUIPMENT INSPECTION CHECKLIST)

- **SAFETY FIRST: Remember, when it comes to players and their equipment: safety first.** It does not matter what another referee has allowed in the past. Rely on your own judgment to make the proper decisions on all matters of safety.
- **SHIN GUARDS:** All players are required to have shin guards, completely covered by socks. Players U6-U10 are permitted to wear “sockguards” (soccer socks with shin-guard inserts) provided that no portion of the shin guard itself is exposed. However, the referee may not allow its use if, in his or her opinion, it does not provide adequate protection.
- **FOOTWEAR:** Players should be wearing regulation soccer footwear. No metal cleats or toe cleats are permitted because they are dangerous to other players. The only way for you to observe the cleats is to have the players lift their feet and for you to look closely at them. If you detect a shoe with metal or toe cleats, politely inform the coach that this shoe is in violation of SYSA's safety rules, and that player will not be able to play with those shoes. (Sometimes the toe cleats can be cut off, so suggest that possibility to the coach.) Sneakers/Tennis shoes are permitted if you believe they do not pose any additional risk considering the current field conditions.
- **NO JEWELRY IS PERMITTED. PERIOD.** Check for wrist watches, bracelets, earrings, necklaces, etc. No player can play until these items are removed. No one is allowed to simply tape over jewelry, especially earrings. Do not allow any objects around the wrists, including rubber or plastic bands. (Possible exception: Medic Alert bracelets or necklaces may be taped down.)
- **HAIR AND HEAD COVERINGS.** Hair can be tied back with something soft, like a scrunchie. Head coverings are permitted so long as there are no sharp or dangerous parts associated with it.
- **CASTS:** If a player has an arm or hand in a cast, it is up to the referee to decide if that player will be allowed to play. Casts must be properly wrapped with foam or bubble wrap, with the edges securely taped down. However, if you determine, even after wrapping, that the cast may be unsafe to other players on the field, you have the right to tell the coach that this player cannot play.
- **UNIFORM SHIRTS:** Uniform shirts should be tucked in all the way around. (SYSA U6-U10 home teams wear **Orange**, but in the SFL, SYSA home teams wear **White** when facing another SYSA team.)

6. SEPARATE SIDELINES FOR TEAMS: SYSA observes separate sidelines for players, coaches and their spectators. You have the right to request that one team and their spectators move before you start the match.

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At NOVA, home teams are on the sideline closest to the Sr. Center, while visiting teams are on the side closest to Potomac View Road. Also, SYSA does not allow parents and/or coaches to change sidelines during the games. If you notice that this is taking place you can stop the match and address this with the coach(es).

7. NO SPECTATORS BEYOND THE 18 YARD LINE: SYSA does not allow any observers beyond the 18 yard line (that is, between the outer edge of the penalty area and the goal line), or behind the goal. If you see this you can stop the match until these people move, especially anyone behind the goal.

8. USE PARENT LINESMAN: If you do not have ARs, have parents serve as linesmen, and explain that the ball has to go completely over the line to be considered "out of bounds". Explicitly ask them NOT to make any offside calls as that is solely your job as the Center Referee. "Club" linesman may or may not be qualified, but regardless, do not use them for this purpose.

9. U6-U10 CONDUCT PRE-GAME Coach/TSL/Referee MEETING: This meeting is new for Fall 2008 season and is used to help establish a cooperative environment for all involved. During this pre-game meeting, referees introduce themselves to the coaches and the Team Sportsmanship Liaison (TSL). The TSL will be a parent of one of the players whose job is to assist in the resolution of any sort of problem you might have that you feel needs additional support from the offending team. Whether this is a loud parent or an obnoxious coach, the TSL should be the first person you turn to for support.

10. START YOUR GAMES ON TIME: There are usually other games scheduled after yours. Any delay you create in the schedule will cause all the other games to be pushed back. Many families will be inconvenienced by these delays, so do your best to stay on schedule.

11. OTHER GAME DAY REMINDERS

- **ASSISTANT REFEREES** are reminded to not wave your flag unnecessarily but wave with authority when required. **CENTER REFEREES** are reminded that ARs are there to help you...make eye contact with them regularly and confer with them if there is ever any question as to a call you're about to make.
- **MAKE SURE THAT YOU USE YOUR WHISTLE EFFECTIVELY.** The single largest complaint about referees is that the players, coaches and spectators cannot hear your whistle. Do not be afraid to make yourself heard. Blow that whistle and blow it loud!
- **EXPLAIN YOUR CALLS TO THE YOUNGER AGE GROUPS.** They are still just learning the game (along with the coaches in many cases) and often do not understand why a call was made. With older age groups (U11 on up) you have no obligation to explain yourself.
- **MAKE FIRM AND DECISIVE CALLS.** Give strong hand and flag signals. Stand firm with your arm signals until you are understood. You are the boss out there, it is your game, your pitch. Make your calls and move on. You'll have plenty of time to think things over after the game.
- **PROTECT THE GOALKEEPER:** The goalkeeper is considered to be in control of the ball (to have possession) by touching it with any part of their hand or arms, such as, reaching an arm out while on the ground to scoop the ball or a finger tip on the ball. If the goalkeeper has possession of the ball and there are attacking players going after it, whistle the play dead to protect the keeper. Restart with a courtesy drop ball to the keeper. Protecting the keeper is mandatory in the U8-U10 age groups.
- **PLAYER SAFETY:** Don't be afraid to make a call in the name of safety. NO tackling from behind! Do not permit slide-tackling at U10 or below. Don't be afraid to call fouls, especially for unsafe play. Explain these calls for U6-U10 to help them learn about the need for safe play.

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- **THROW-INS:** Give each player from U8-U10 a second chance on throw-ins. However, if the player commits a second **foul throw**, blow your whistle and award the throw-in to the other team.
- **AT THE END OF THE MATCH, MAKE YOURSELF AVAILABLE** so the players and coaches can come and shake your hand. You've earned it.

ROSTERS

SUBURBAN FRIENDSHIP LEAGUE (SFL)

Referees working SFL games should be aware of the Roster Rules. Normally, the referee is **not** involved with team rosters unless the coaches require your assistance. On those rare occasions when a coach challenges a player on the other team's roster, or a roster is missing, it is the referee who must decide whether or not a player is eligible to play, or whether or not a game must be forfeited.

What follows is a summary of the SFL guidelines. (For more information, see the SFL pages in your pre-season referee packet, or go online to www.sflsoccer.org, select "SFL Documents" and click on the current season's Rules document.)

MISSING ROSTER: Coaches are required to provide a **copy** of their approved team roster to the opposing coach before the start of each game. If a coach does not have their approved roster, they can be forced to forfeit their match if the other coach demands it. Most coaches, however, would rather see their teams play to a fair outcome than accept a forfeit and go home – so suggest this as an alternative. Sometimes the missing roster is at home and can be provided by halftime. But remind both coaches that once the game starts, the challenging team loses its right to a forfeit.

IF THE GAME IS FORFEITED: If the opposing coach is determined to see through his challenge, then it is the referee's responsibility to declare the match a forfeit. Advise both teams to leave the field (telling them that they are not permitted to scrimmage), then **immediately** leave the field yourself. Write up the situation in your game report and notify the Referee Team **immediately** when you get home (contact info at the end of this document.). Referees will be paid in full for forfeited games.

PLAYER CHALLENGE: Before the game, a coach may challenge a player's eligibility through the referee present. The coach must state which player(s) he would like the referee to check. While looking at the original roster, the referee should ask the player(s) to state their uniform number, name, and date of birth. (You may also request the player to sign their name on a blank piece of paper.) Should the player not be on the roster, or have difficulty answering those simple questions about his or her identity (and you therefore have reason to believe that the player is not who they say they are), do not allow that player to play. Write up the situation in your game report and notify the Referee Team **immediately** when you get home (contact info at the end of this document.).

The coach may also dispute a player that arrives **after** the game has started. However, the challenge must be made at half time and must be made before the second half starts (unless the player arrives after the second half starts.)

OLD DOMINION SOCCER LEAGUE (ODSL)

As per ODSL's procedures: Player passes from both teams should be checked by the Referee or Linesmen prior to the scheduled start of the match. Teams which cannot produce their player passes by the end of the match may be subject to forfeiture of the match. Player passes may be kept by the referee or assistant referees during the game. After the game, the passes will be returned to the coach or a team representative. If a referee fails to check player cards, it is the responsibility of both coaches to remind him of this ODSL requirement. If a

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referee refuses to check player passes, the teams should immediately report this to the league. A coach has the right to check an opposing team's player passes before or after the match.

SYSA'S ZERO-TOLERANCE POLICY

SYSA supports its referees 100% and will stand behind you and your on-field decisions.

Under Sterling's **Zero Tolerance** policy, no coach, parent or spectator is permitted to confront a referee for any reason. If someone from the sideline gets out of control, you have the right to stop the match and address the individual. It is a good idea to let the coach know that you will not tolerate this behavior. Coaches may be issued a yellow card (Caution) or red card (Send Off) for dissent and/or abusive language. Also, because the coach is held responsible for all sideline behavior, you can caution or send off the coach (as well as the offending spectator) if the coach is unable or unwilling to curtail the spectator. Try to warn the coach that a red card will likely affect their ability to attend the next match. As a very last resort, you have the authority to **Abandon the Match.**

Call the Assignor and/or Mentor to report any issues as soon as they occur. We also ask that you follow up with an email to us as well. If we are available and the situation warrants it, we will come to your aid as soon as possible.

GAME REPORTS – GENERAL

If there are important game issues such as rash of yellow and red cards that were awarded for your game, or any serious injuries or negative coach and sideline behavior, **PLEASE PROVIDE AN EMAIL TO THE ASSIGNOR AND MENTOR WITHIN 24 HOURS OF YOUR GAME – AND CONTACT US DIRECTLY BY PHONE AS WELL.** The sooner we know about these issues, the sooner we'll be able to address them. We take these reports seriously, and will research each one of them to resolution. Also, leagues such as SFL and ODSL require that we notify them of yellow and red cards right away so that they can act on them swiftly.

REPORTING YOUR GAMES ONLINE

U6/U7

All Center Referee **MUST SUBMIT** a "**Coach-Signed**" **Referee In Training Referee Pay Sheet** per week they work. This sheet can take up to three games. This must be done in order to be paid. See Item #4 on Page 5 of this document for more info. (You can download and print copies of the new pay sheet at the **Referee Corner** at <http://www.sysa.net>.)

We recommend that you have coaches sign the sheet **before** the game, because 1) it may be hard to get the coach's attention at the end of the game as they may be distracted or in a hurry to leave, 2) the coach may not be interested in signing your sheet if he/she is unhappy about the results of the game, and 3) you may be in a rush yourself and simply forget to have it done.

Once completed, mail your pay sheets to the SYSA Referee Assignor, as directed at the bottom of your pay sheet. NOTE: Keep a copy of your paysheets in case they are lost. It is your responsibility to provide a backup paysheet if one is not rec'd by the assignor.

U8-U10

Both the Center Referee and the Assistant Referees are required to report their games worked online.

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The CR is required to fill in the final score of the match as part of their game report as well as any cards issues. It is unlikely that cards will be issued at this level, so what is more likely is to report any game issues in the General Report section using the "Show" Referee Game Reports button.

The ARs must "sign" their name (for example type "Dave Taylor – AR") in the General Report section using the "Show" Referee Game Reports button as proof that they worked the game. See a graphic of this on the website for clarification of how to do this.

SFL

Both the Center Referee and the Assistant Referees are required to report their games worked online.

The CR is required to fill in the final score of the match as part of their game report as well as any cards issues.

The ARs must "sign" their name (for example, "Dave Taylor – AR") in the General Report section using the "Show" Referee Game Reports button as proof that they worked the game. See a graphic of this on the website for clarification of how to do this.

Payment Process for ODSL Games (Spring 2009 Season)

GAMES: U11 AND OLDER – ODSL Pays all referees

For ODSL games, the team manager of the home team will furnish the CR with an official ODSL game card. For these games, **the entire ref team must put their information on a single card as a backup to online reporting.** ODSL will send you your pay for these games once you have reported working the game via the online system at www.odsl.org. All refs must go in and report the games they have worked.

GAMES: U10 AND YOUNGER – ODSL pays CR, SYSA pays ARs

For ODSL games, the team manager of the home team will furnish the CR with an official ODSL game card. For these games, **only the Center Referee should put their information on the card.** The ODSL will send you your pay for these games once you have reported your game scores online. **Assistant Referees** for these games should obtain the signature from the CR as in SFL matches described above. The SYSA will pay for Assistant Referees for these games at the advertised pay schedule.

SYSA PAY SHEET DEADLINES and PAYMENT DATES

Check the Pay Sheet document online for this season's deadlines and mailing address.

SYSA BONUS PROGRAM (Discontinued for Fall 2010)

For various reasons, SYSA has decided not to support a bonus program. Instead, our game pay rates were adjusted accordingly to compensate for the discontinuation of this program.

REFEREE TEAM CONTACT INFORMATION (Feel free to contact any of us.)

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WE WISH YOU A FUN AND SUCCESSFUL SEASON. THANK YOU FOR SUPPORTING SYSA!