SWISL Referee Check list/ Guide

This document is for the referees, it includes a list of pregame procedures, reminders for rule changes for different age groups, tips or things to look out for, med-kit locations, pay, scheduling, weather procedures, and overtime.

**Pregame Procedures**

* Ask for 2 players, or team captains, from each team to meet you at the center to do a coin toss. After the coin toss has been decided, both teams’ line up on the penalty area or 18 line.
* Check equipment- make sure socks are over shin guards and that that they have shin guards on. (Pretty basic I know but I have had kids not wear shin guards under their pants.) Ask to tuck jerseys into shorts/pants. Check to make sure no one has toe cleats or metal cleats. Hopefully the coaches will have informed parents that baseball shoes and football cleats are not allowed in soccer. This is for safety reasons. NO jewelry, watches, or anything that can get caught on another players jersey. If there is someone with newly pierced ears, they need to have them taped or put a Band-aid over them. Hard plastic headbands are not allowed. Make sure they tie shoes laces. You will have to remind kids throughout the game.
* Check In. Have all the kids line up on the 18 and go down the roster call either their first name or last name. Have the player answer by saying their first or last name and jersey number in response and step off the line. Ex. Ref “Chelsey” Me “Buman #6” Ex2. Ref “Buman” Me “Chelsey #6”. Jersey numbers and roster names should match. If Coaches are using a Guest Player please refer to the Fair Play Policies Page 3.
* NO gum! Simple enough.
* Please review the goal kick law as it is now a direct kick from the goal area (the smaller area) which means that as soon as the defender kicks the ball it is a live ball. It does NOT have to leave the penalty area before another player can touch it.
* U12 can use headers and can slide tackle
* U10 plays offsides and can slide tackle
* U15 is sub only on possession or if the opposing team is subbing. Also the can uses headers, slide tackle, & offsides applies
* Crossing the arms over the chest does not result in a hand ball as long as they don’t use their arms to deflect the ball a certain way. U15 a handball is anything from the bottom of the shoulder to the fingertips.
* Briefly talk about contact. Shoulder to shoulder contact is allowed pushing and shoving is not. Players can brace as long as they are not stiff arming or shoving off opponents. The player should always touch the ball first, before they touch another player. Aka the quote “Play the ball, Not the player.”
* Ask keepers to CALL THE BALL, they need to say “I got it, or mine” something to indicate to the other team that the keeper is going for the ball. Let the player know you will protect the keeper as long as they call the ball and are going for it.
* Say who is kicking, which side they are playing on, how long the halves are, and wish each team good luck!

At the end of the game have them line up and shake hands.

**Med Kits**

All ref bags come with an ice pack if you use yours, please contact Chelsey to get a new one. Some of the coaches will have a small med kit. All locations have a full-sized med kit.

* Harlan’s is located in the shed. Go through the side door.
* Atlantic’s is located in the concession stand.
* Avoca’s is also located in the concession stand.
* Riverside’s will be concessions stand.

Chelsey will also have a full-sized med kit with her as head ref. The best way to take care of an injury is to have all players “take a knee” and invite the coach onto the field. Then offer where the med kits are located or for bumps or bruises offer your ice pack. Do not let the other players crowd the injured one. Keep everyone back and keep them calm. To restart after an injury, do an indirect kick for the team with the injury. If the injury is intentional use a direct kick.

**Pay**

All refs will get paid at the end of each day. It is $20 per game, per ref. There are 3 SWISL board members that can pay referees. Mark Andersen, Ashley Krohn, and Chelsey Buman.

**Schedules**

The head referee is in charge of all referee scheduling. If you have any weekend that will not work, please send her the dates via text. Scheduling will be done by town. Example, if playing in Avoca, Refs from Avoca will be asked to ref. The head referee will try to keep you in the town you are from. SWISL does ask for everyone to help on prom weekends. Ex. We ran into this last year. Harlan referees covered Atlantic games in Atlantic because of prom. If you need to change or can’t ref a weekend reach out to the head referee.

**Weather Policies**

Weather implications are all listed in the **Game Day Policies and Procedures** document, be sure to read through it. There is a 0 tolerance policy on lightning. If you see it call the game immediately. Tell players to exit the pitch and wait for further information from their town director/president. Call Chelsey and inform her. Then start telling other refs who have not stopped their games. The most important thing is to get all the kids off the pitch as fast as possible.

If you run into complications with coaches find the head referee or the hosting town director/president to handle the situation or answer the question, if you are not able to do so.

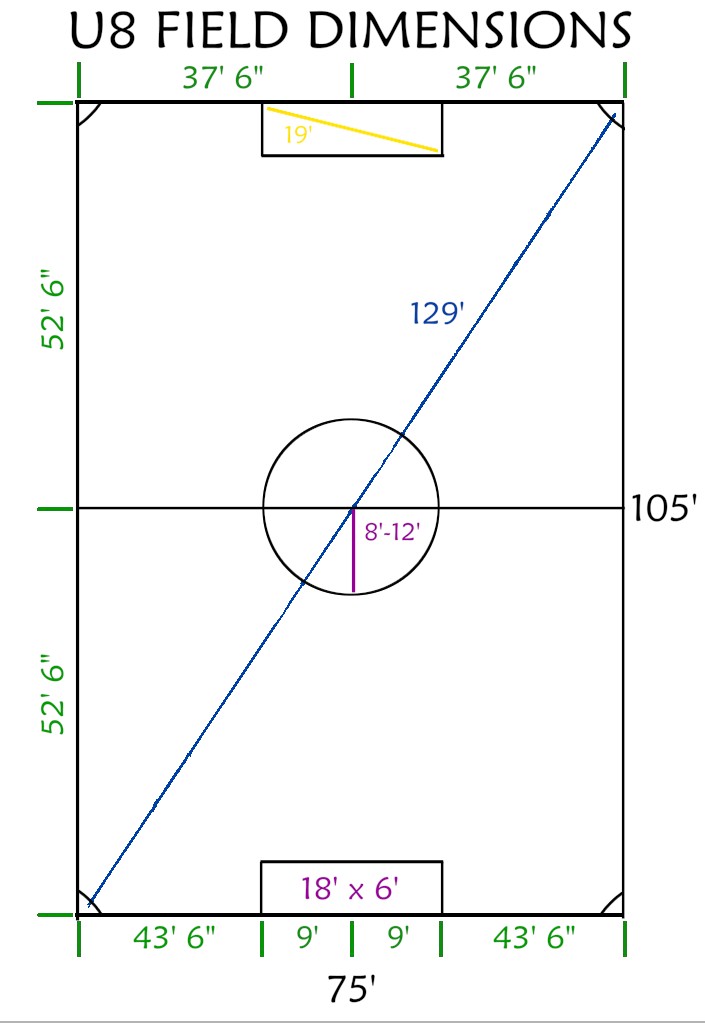
**Overtime (this only applies for tournaments)**

If a team ties in regulation time, in ages u10 or higher, you use a shoot out to break the tie. Each team selects 5 players, yes a keeper can be 1 of the 5. Each team takes turns in a 1v1 direct kick on the PK line. (that is the line between the top of the goal area and the top of the penalty area) Flip a coin to figure out who shoots first. The rest of the shooters stand outside the penalty area. Everyone who is not shooting can stand at half. Announce who is shooting to the keeper. Then ask if the goal is “ready” and then address the shooter “Ready? On my whistle then.” Blow the whistle and mark on the score sheet M for miss, G for Goal. Then rinse and repeat until all shooters have shot or until there is a clear winner. Example of clear winner, 4 players have shot for the teams, team A 1M, 3G with 1 shooter left, team B has 3M, 1G, with 1 shooter left. The winner would be team A. If it is a tie at the end of the shoot-out. Five new players get selected from each team, (the keeper does NOT have to be swapped out) and you begin the shoot out again. The team who started the shoot-out will go second this time around. If there is still a tie do a sudden death. 3 mins on the clock with the first team to score wins. Start with a drop ball at mid field.

If you have any questions or concerns feel free to call or text the head referee at any time, it doesn’t matter if they are refereeing. Remember to have fun!

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