

2022 MU REC Referee Information

Prior to officiating you must complete the following:

- Register as a referee at this link: <https://minneapolisunited.sportngin.com/register/form/987280632>
- Complete the information and availability google form
- Complete the required CDC Heads Up Training at <https://www.cdc.gov/headsup/youthsports/training/index.html>
- Complete a W-9 form
- If you are 18 years of age or older, you must complete the MYSA Background Check www.mnyouthsoccer.org/background-checks
- If you are 18 years of age or older, you must complete the required SafeSport Training <http://safesport.org/authentication/register?token=ee57337f-31f9-421d-b095-82fc8c8c4c41>
Access code: YC3E-6P5G-YYIL-CS2M

General Information

1. Uniforms

- Watch – you must wear and use a wrist watch to keep time (no phones)
- Ref shirts, black shorts, black socks, black shoes
Ref shirts are available to use for the season with a \$25 deposit – checks made out to MUSC.
Ref Uniforms can be purchased at Planet Soccer (27th and Lyndale) or other Sporting good stores.
- Whistles will be provided

2. Job Assignments

- Games are assigned based on availability you provide.
- Assignments are communicated via email. You MUST confirm assignments.
- Returning/Experienced/Older refs will be assigned more games. Younger and newer refs will get fewer games and possibly only 6:00 games. This may change as the season progresses.
- Refs and youth coaches will be paid at the end of the season. .

3. Attendance

- You are expected to be at all assigned games.
- You are responsible for getting your own replacement if you cannot make a game. A mass email will be provided with ref contacts. If you get a sub, *both* people must let Kit know.
- No shows = no future assignments
- Arrive at least 10 minutes before game time to get your assignment for the evening.
- When you arrive at the park, go to the table on the west side of the fields. Your field assignment will be listed in the ref book. This is your timesheet. Sign in for EVERY GAME that you ref (two games, two signatures).
- New refs will be assigned on the same fields as the more experienced refs for 2 games.
- Do not sign in for other refs. ONLY sign your name.

4. Payment

- You will be paid \$15 per game at the end of the season. (Approximately mid-August)
- If you are at the park and a game is called due to weather, you will get paid. If a game is cancelled before arrival, you will not get paid.
- In order to get paid, your concussion training certificate and W9 must be on file.

5. Tasks/Other

- Pugg goals remain with the coach of each team.
- Refs that are working the last shift are responsible to bring the corner flags to the ref table at 9:00.
- In case you are asked, there is a first aid kit at the table, as well as a lost and found box.

Game Information

1. Game Length

- 3rd to 9th Graders – 20 min 1st half. Followed by 5 min halftime followed by 20 min 2nd half.
- Players and coaches can practice 10-15 minutes at the beginning of their game time. Games must start no later than 15 minutes after the hour and must end on the hour.
- In hot (90's) and humid conditions, consult with the on-site administrator at the table on possibly reducing the playing time by 5 minutes per half or play four ten minute quarters for 7th, 8th, 9th graders.

2. Player Uniforms

- Players should have shin-guards.
- Gk must have a shirt or pinnie that is different color from his/her teams and the opposing team.
- Players can wear running shoes or cleats, but no baseball or football cleats. No jewelry or sharp hair barrettes. We will allow players out of uniform to play as long as they can be clearly identified what team they are on. Sets of pinnies are available at the ref table if opposing teams have similar uniform colors.

3. Game Rules

Number of players 6 vs 6 (5 field players and 1 gk)

Ball 3rd/4th graders and 5th/6th graders play with a size 4
7th/8th/9th graders play w/ size 5.

Off-sides Not called for 3rd/4th graders but will be called for 5th/6th and 7th/8th/9th graders

Heading NO heading for 3rd/4th and 5th/6th.

Substitutions Own throw-ins and corner kicks, any goal kicks, and after a goal or water-break. Note: coaches can sub a player on the fly if player

appears to be injured or under duress from extreme heat.

Slide tackling

Slide tackling is not permitted but sliding to play a ball that is not in possession by another player is allowed.

Goal Keepers

No punting. If punt occurs, award an indirect free kick to the other team where the ball landed or midfield, whichever is closer to the goal. Gk's may not pick up the ball if a teammate intentionally passes it to him/her with his/her feet. If this happens restart play with an indirect free-kick where the gk picked up the ball.

Penalty Kicks

Penalty kicks are awarded if a player commits a common foul in the box. PK's are 10 yards from goal. Note: all players except the shooter and gk must be outside of the penalty area. Gk is allowed to move along the goal line prior to the shot but not move forward until shot is taken.

Free Kicks

Free Kicks are either Direct or Indirect based on what you call. Direct free kicks can go directly into the goal while Indirect free kicks require one additional player to touch the ball. Signal an Indirect free kick by keeping one arm straight up until the ball is touched by a 2nd player.

Goal kicks

Goal kicks for 3rd/4th graders are to be taken at the pk spot (10 yds from goal) because otherwise they may have trouble getting the ball out of the penalty area. Reminder: Ball must go out of penalty area on goal kicks before a player can touch the ball. Restart play with another goal kick if kicker does not get ball out of penalty area.

Fouls

You must know all common fouls of the game. See this site (or others) to review direct and indirect fouls:

[https://en.wikipedia.org/wiki/Fouls_and_misconduct_\(association_football\)](https://en.wikipedia.org/wiki/Fouls_and_misconduct_(association_football))

4. Game Management

- Prior to kick-off, do a coin toss to determine direction and possession. Give winning player the option to attack a specific goal or take the ball first. Note: if you don't have a coin just put either 1 or 2 fingers behind your back and have one player guess.
- Do quick field check prior to kick-off to make sure that nothing is out of the ordinary.
- If refereeing by yourself ask coaches to give you a hand raise when ball is out of bounds on their side-line as you will be closer to the opposite side-line.
- Parents and teams (players/coaches) should be on opposite sides. Teams should be near midfield. Please remind coaches of this set-up.
- Stop play for an injured player as quickly, but do not deny an immediate scoring opportunity to a team unless injured player is near play. If the injured player is the goalie, stop play immediately.

Expectations of Referees

1. Keep Up With the Play! Be near 2nd to last defender when possible to be in better position to call off-sides (this does not apply to the 3rd/4th grade age group as they don't have off-sides).
2. Give a loud and quick whistle when: calling fouls, when ball is just out of play and comes back in play, and when stopping the game for injury. Other times: give a softer *but still fairly loud* whistle followed by audible communication (loud enough for players and coaches to hear, i.e. "Red Throw", "Corner", "Goal-kick", etc).
3. Always give hand signals when calling throw-ins, fouls, corners, goal-kicks, etc.
4. **Project your VOICE!** – Players, Coaches, and Fans must hear you. This projects confidence to others, suggesting that you are engaged, knowledgeable, and in control.
5. Teach: Explain the proper way to conduct a throw-in, (give 3rd/4th and 5th/6th graders a second chance to get it right), explain that goal-kicks must leave the penalty area, etc.
6. **Do Not wear the same color shirt as the players.** Change into an alternative referee jersey or get a pinnie from the main table. Check jerseys colors while players are warming up so you have time to change!
7. Two-Person System: When refereeing with another person, be diagonal from each other! This helps you get each sideline and off-sides. One person should stay near the 2nd last defender on the attacking side of the field while the other person comes up to about mid-field. However, move up to your partners half of field as he/she moves down to goal-line.
8. Make sure you are playing with a properly inflated ball, check before the game!

Miscellaneous

- If one team is short players, the other team may loan players. Teams can be combined, or both teams can play short (5 vs 5 for example).
- Pinnies are available at the ref table for players and referees to borrow.
- No scores or standings are kept. There are no make-up games or post-season tournament.
- Call a timeout for an injured player as quickly as you can, but not to deny an immediate scoring opportunity to a team unless the injured player is near the play. If the injured player is the goalie, call it immediately.
- Before the 7:00pm game, if you are on the field and you see a Pugg goal, please fold and bring it over to the ref table.
- If you are working an 8:00pm game, at the end of the night bring the corner flags to the ref table.
- Players not affiliated with the club may not participate (due to insurance reasons)
- If you receive verbal abuse from parents, talk to the coaches. If you receive verbal abuse from coaches, talk to the on-site supervisors.
- If a complaint is received about you, Kit will contact you and talk about the situation.
- Take your job seriously.
- DO NOT USE A CELL PHONE TO KEEP TIME! Use a watch instead.
- You should be in uniform – ref shirt, black shorts, black socks, and shoes. You need a whistle and
- Be professional and have fun!

- Game cancellations will be decided by the on-site supervisor. If you see lightning near the area be looking for the signal from the on-site supervisor to stop the game.
- NOTE: We allow 3rd/4th grade coaches to occasionally enter the field of play in order to help coach/direct their players.

Direct Free Kick Offences

A [direct free kick](#) is awarded when a player commits any of the following in a manner considered by the referee to be careless, reckless or using excessive force:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent

Or commits any the following offences:

- Holds an opponent
- Impeding the progress of an opponent with contact
- Spits at an opponent (considered Violent Conduct as the spit is considered an extension of the body)
- Handles the ball deliberately (except for the goalkeeper within their own penalty area).^{LI:36}

In determining whether or not a player deliberately handled the ball, the referee has several considerations:

- Movement of the hand towards the ball (not the ball towards the hand)
- Distance between the opponent and the ball (unexpected ball)
- Position of the hand ('natural' position versus 'unnatural' position) does not necessarily mean that there is an infringement
- Touching the ball with an object held in the hand (clothing, shinguard, etc.) counts as an infringement (considered an extension of the hand)
- Hitting the ball with a thrown object (boot, shinguard, etc.) counts as an infringement (also considered an extension of the hand)^{LI:119}

If a player commits a direct free kick offence within their own penalty area, a [penalty kick](#) is awarded irrespective of the position of the ball, provided the ball is in play.

Indirect Free Kick Offences

Infringements punishable by an [indirect free kick](#) are:

- When a goalkeeper, inside their own penalty area:
 - controls the ball with their hands for more than six seconds before releasing it from possession
 - touches the ball again with their hands after releasing it from possession and before it has touched another player
 - touches the ball with their hands after it has been deliberately kicked to them by a teammate, or thrown to them from a throw-in (the [back-pass rule](#))
- When any player in the opinion of the referee:
 - plays in a dangerous manner
 - impedes the progress of an opponent when the ball is not within playing distance of either player
 - prevents the goalkeeper from releasing the ball from their hands
 - commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or send off a player^[1]

Some technical breaches of the rules, such as the [offside offence](#), result in play being restarted with an indirect free kick, though these are not considered fouls and will never be punished by a caution or dismissal.

Weather Information

Inclement Weather, Wet Fields and Heat

We follow Minnesota Youth Soccer Association guidelines in regards to weather.

Games will be cancelled if there is heavy rain, any lightning, standing water on the fields or if the heat index is too high. We will call games off if lightning is present. It is also up to the coaches and field refs to call games and get the players off the field if you spot lightning.

To check for cancellations, follow @MUREC on twitter or call the weather line, 612-547-9090. The Minneapolis United website will have cancellation information but it is not updated as frequently. Check Twitter or the weather line first. We use AccuWeather.com as our measure.

Emails from the head admin may also go out.

Once games are cancelled, they are cancelled for the entire night even if the weather clears up.

Weather is unpredictable. Games will NOT be made up if missed. Pictures will have make up dates.

A heat index is available at www.nws.noaa.gov.

Heat index:

Up to 89 degrees – normal play

90-99 degrees – mandatory water breaks after 7 minutes, shorten half by 5 minutes

100-105 degrees – mandatory water breaks after 7 minutes, shorten half by 10 minutes

105 degrees and above – suspend play

Referees and Coaches should adhere to the following which is taken from the MU Coaching manual:

If lightning is within five miles, with or without hearing thunder, the game(s) or practice(s) should be suspended and shelter sought. A lightning detector can identify the distance accurately but may not be available. A rough guideline is to measure the time between the lightning flash and hearing the corresponding thunder. If it is 30 seconds or less, seek shelter. It may not be possible to determine which lightning strike generated which roll of thunder. A simple rule: If you can see it or hear it, clear it.

MYSA recommends that participants seek immediate shelter in their automobiles or a designated severe weather shelter, if there is one nearby. Smaller, open structures, tents, trees, isolated areas, etc., should be avoided. Cars, with windows rolled up or buses, can provide good shelter. Avoid contact with metal or other conducting materials to the outside surfaces. Do not stay in open, unprotected areas.

Games should not be restarted for at least 30 minutes after the last lightning.