



# The Midland Soccer Club

Spring Referee Meeting

Current Referees

March 21, 2011



# Organizational Details



- **MSC Referee Committee, 2011**

- Rob Camilletti, Richard Campbell, Tom Coatoam, Mike Dizer & Virginia Torres-Lopez

- **MSC Assignor:**

- Tom Coatoam: 832-0895 x104 (office)  
or 928-5939 (cell) for emergencies

[msceref@gmail.com](mailto:msceref@gmail.com)



- **MSC's Referee Development Committee (RDC)**

- Rob Camilletti, Tom Coatoam, Mike Dizer & Virginia Torres-Lopez



# Agenda



- Introductions & Salutations
  - Tom Coatoam and Rob Camilletti
- Getting Game Assignments:
  - The Arbiter software program is used for all MSC Games
  - All games are rated based on the level of play & age group
  - All referees are ranked based on performance & experience
- Referee's Responsibilities
- Game Rules and Resources
- Referee Development & Performance
  - MSC's Referee Development Committee (RDC)
  - Review Laws and Instruction
- Weather Policy
- Miscellaneous Stuff
  - Parents and Coaches
  - Payment for Recreational Games
  - Tournaments: MIT (May 6-8) and FIT (August 26-28)
- Summary



# Getting Game Assignments

- **Arbiter is used for all games @ MSC**
  - Exceptions:
    - Midland Invitational Tournament (MIT) in May; and
    - Fusion Invitational Tournament (FIT) in August
- **Log-in to the Arbiter system (<http://www.arbitersports.com/>)**
  - Review and Update your personal “Information”
  - Block your calendar for days you cannot work
  - Block the teams you cannot work (your team, brother’s/sister’s team)
  - Click on the “Ready” button located on the lower left corner
- **Must be completed by April 1st**



# Your Schedule

- **Blocking Dates**
- Accepting Assignments

[www.arbitersports.net](http://www.arbitersports.net)



# Blocking Your Calendar



Navigation tabs: MAIN | SCHEDULE | EVALUATIONS | PAYMENTS | **BLOCKS** | LISTS | MYREFEREE | PROFILE

Sub-navigation: DATES | SITES | TEAMS | PARTNERS | TRAVEL LIMITS | POSTAL CODES | SUMMARY

**Groups**

- 100003
- 102206

**Action**

- View Schedule
- Block All Day
- Block Part Day
- Clear Blocks

**Reports**

Calendar

**Legend**

- Assigned Game
- Attached Game
- Pending Game
- Full Day Block
- Part Day Block
- Open Day

**Calendar**

Action - "View Schedule"

Time Range: From 3:00 PM To 5:00 PM

Date Range: From [ ] To [ ] Apply

S M T W T F S

Month Jul 2009

June		July 2009					August
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
28	29	30	1	2	3	4	
5	6	7	8	9	10	11	
12	13	14	15	16	17	18	
19	20	21	22	23	24	25	
26	27	28	29	30	31	1	
2	3	4	5	6	7	8	

7/13/2009 - Games and Blocks

Group	Games/Blocks	Status	From	To	Site/Created	Firm
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Exit

- Select the Month you want to block dates for – you will find this option to select on the right-hand of the screen right below the Date Range box.
- Then choose under “Action” what type of block you would like to do – “Block All Day”, “Block Part Day”, or “Clear Blocks”.



# Blocking Single Day, All Day



Navigation tabs: MAIN | SCHEDULE | EVALUATIONS | PAYMENTS | **BLOCKS** | LISTS | MYREFEREE | PROFILE

Sub-navigation: DATES | SITES | TEAMS | PARTNERS | TRAVEL LIMITS | POSTAL CODES | SUMMARY

**Groups**

- 100003
- 102200

**Action**

- View Schedule
- Block All Day
- Block Part Day
- Clear Blocks

**Reports**

Calendar

Time Range: From 3:00 PM To 5:00 PM

Date Range: From [ ] To [ ] Apply

S M T W T F S

Month: Jul 2009

**Legend**

- Assigned Game
- Attached Game
- Pending Game
- Full Day Block
- Part Day Block
- Open Day

June		July 2009					August
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
28	29	30	1	2	3	4	
5	6	7	8	9	10	11	
12	13	14	15	16	17	18	
19	20	21	22	23	24	25	
26	27	28	29	30	31	1	
2	3	4	5	6	7	8	

7/13/2009 - Games and Blocks

Group	Games/Blocks	Status	From	To	Site/Created	Firm
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Exit

- Click on "Block All Day"
- Then click on the individual day you want to block



# Block a range – All Day



[MAIN](#) | [SCHEDULE](#) | [EVALUATIONS](#) | [PAYMENTS](#) | **[BLOCKS](#)** | [LISTS](#) | [MYREFEREE](#) | [PROFILE](#)

[DATES](#) | [SITES](#) | [TEAMS](#) | [PARTNERS](#) | [TRAVEL LIMITS](#) | [POSTAL CODES](#) | [SUMMARY](#)

### Groups

- 100003
- 102206

### Action

- View Schedule
- Block All Day
- Block Part Day
- Clear Blocks

### Reports

Calendar

### Legend

- Assigned Game
- Attached Game
- Pending Game
- Full Day Block
- Part Day Block
- Open Day

### Calendar

Action - "Block All Day"

Time Range

From

To

Date Range

from

To

S M T W T F S

Exit



Action - "Block All Day"

Month Jul 2009

June		July 2009					August
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
28	29	30	1	2	3	4	
5	6	7	8	9	10	11	
12	13	14	15	16	17	18	
19	20	21	22	23	24	25	
26	27	28	29	30	31	1	
2	3	4	5	6	7	8	

7/24/2009 - Games and Blocks

Group	Games/Blocks	Status	From	To	Site/Created	Firm
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Exit

Set the Date Range for the "Block All Day" Action



# Block a range – All Day



Navigation: MAIN | SCHEDULE | EVALUATIONS | PAYMENTS | **BLOCKS** | LISTS | MYREFEREE | PROFILE

Sub-navigation: DATES | SITES | TEAMS | PARTNERS | TRAVEL LIMITS | POSTAL CODES | SUMMARY

**Groups**

- 100003
- 102206

**Action**

- View Schedule
- Block All Day
- Block Part Day
- Clear Blocks

**Reports**

Calendar

**Legend**

- Assigned Game
- Attached Game
- Pending Game
- Full Day Block
- Part Day Block
- Open Day

**Calendar**

Action - "Block All Day"

Time Range: From 12:00 AM To 11:59 PM

Date Range: From 7/24/2009 To 7/31/2009

Weekdays: S M T W T F S

Month: Jul 2009

**Calendar Grid**

June		July 2009					August
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
28	29	30	1	2	3	4	
5	6	7	8	9	10	11	
12	13	14	15	16	17	18	
19	20	21	22	23	24	25	
26	27	28	29	30	31	1	
2	3	4	5	6	7	8	

7/13/2009 - Games and Blocks

Group	Games/Blocks	Status	From	To	Site/Created	Firm

Exit

Enter the date range and the days of the week you want to use and click "Apply". It now shows the "All Day" Block for the selected Date Range.



# Blocking Partial Days



Navigation tabs: MAIN, SCHEDULE, EVALUATIONS, PAYMENTS, **BLOCKS**, LISTS, MYREFEREE, PROFILE

Sub-navigation: DATES, SITES, TEAMS, PARTNERS, TRAVEL LIMITS, POSTAL CODES, SUMMARY

**Groups**

- 100003
- 102200

**Action**

- View Schedule
- Block All Day
- Block Part Day
- Clear Blocks

**Reports**

Calendar

Time Range

From: 3:00 PM

To: 5:00 PM

Date Range

From: [ ] To: [ ]

Apply

S M T W T F S

Month: Jul 2009

**Legend**

- Assigned Game
- Attached Game
- Pending Game
- Full Day Block
- Part Day Block
- Open Day

June		July 2009					August
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
28	29	30	1	2	3	4	
5	6	7	8	9	10	11	
12	13	14	15	16	17	18	
19	20	21	22	23	24	25	
26	27	28	29	30	31	1	
2	3	4	5	6	7	8	

7/13/2009 - Games and Blocks

Group	Games/Blocks	Status	From	To	Site/Created	Firm
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Exit

- Click on "Block Part Day"
- Then set the time range you want to be blocked
- Then click on the individual day you want to partially block



# Clearing a Block



Navigation: MAIN | SCHEDULE | EVALUATIONS | PAYMENTS | **BLOCKS** | LISTS | MYREFEREE | PROFILE

Sub-navigation: DATES | SITES | TEAMS | PARTNERS | TRAVEL LIMITS | POSTAL CODES | SUMMARY

**Groups**

- 100003
- 102200

**Action**

- View Schedule
- Block All Day
- Block Part Day
- Clear Blocks

**Reports**

Calendar **Action - "View Schedule"** Exit

Time Range: From 3:00 PM To 5:00 PM

Date Range: From [ ] To [ ] Apply

S M T W T F S

Month Jul 2009

**Legend**

- Assigned Game
- Attached Game
- Pending Game
- Full Day Block
- Part Day Block
- Open Day

June			July 2009				August
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
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12	13	14	15	16	17	18	
19	20	21	22	23	24	25	
26	27	28	29	30	31	1	
2	3	4	5	6	7	8	

7/13/2009 - Games and Blocks

Group	Games/Blocks	Status	From	To	Site/Created	Firm
-------	--------------	--------	------	----	--------------	------

Exit

- Click on "Clear Blocks"
- Then click on the individual day you want to unblock
- Use when you have a change in your calendar





# Game Assignments

- **Game Assignments Are Based On:**
  1. Game Strength
  2. Your Ranking and Availability
  
- **Referee Rankings Are Based On:**
  1. Your Current USSF Grade
  2. Your Performance
  3. Your Experience

## Some General Guidelines

1. You must be at least 1 year older than players ( preferably 2 )
2. You must be more experienced & proficient to do Select games than Recreational games



# Game Assignments



- **When A Game Is Assigned To You In Arbiter:**
  1. An email is sent, notifying you to check your Arbiter account
  2. You will need to **ACCEPT** or **DECLINE** your games within 2 days or they can be re-assigned.
  3. Click “Submit” on the Game Schedule screen
  4. Arbiter will automatically notify the assignor if you decline your games
  5. Arbiter will automatically send you a reminder email 2 days before your assignment.
  6. Repeatedly declining and not answering assignments annoys the assignor.
- **What If An Emergency Arises After Accepting a Game In Arbiter?**
  1. **Notify the MSC assignor; Do Not Find Your Own Replacement**
    - more than 24 hours before a game - Email is OK [mscreferee@midlandsoccerclub.org](mailto:mscreferee@midlandsoccerclub.org)
    - less than 24 hours, Call Only, leave message if I do not answer.
      - Tom Coatoam @ 928-5939 (cell)
  2. **No Call – No Show...**

**Referees who fail to honor their assignments, without working through the Assignor for replacements, may lose consideration for future assignments.**



# Referee's Responsibilities

**Be Prepared For The Game:**

**Know The Game  
Rules !!**



# Game Rules & Resources



- Midland Soccer Club Recreational Rules
  - <http://www.midlandsoccerclub.org/referee>
- Mid-Michigan Youth Soccer League
  - <http://www.mmysl.net>
- Michigan State Premier Soccer League
  - <http://www.mspsl.org>
- Michigan State Youth Soccer Association
  - <http://www.msysa.net>
- Three 3-ring binders of rules\* for:
  - MSC Recreational Games for all age groups
  - Mid-MI & MYSL Games
  - MSPSL Games (Premier)
  - State Cup Games

Or...

- Ask the Referee Assignor
- Ask a MSC Board Member on duty
- Ask a RDC Member
- Ask a more experienced referee near by

**Don't just make it up!  
Don't be afraid to ask,  
its part of learning!**

\* Located in the referee lounge (401), and MSC office (901)



# Referee's Responsibilities

- **Be Prepared For The Game: Know The Game Rules !!**
- **Arrive At The MSC 30 min Before Your Game**
  - Sign-in at the MSC referee lounge (401 (old) building) – highlight your name
  - Confirm your field and start time on the posted schedule
- **Arrive At The Field 20 min Before Your Game**
  1. Check the field & nets and make sure there are corner flags
  2. Meet with your ARs for pre-game instructions
    - If no ARs are assigned or do not show up, use parents to indicate only when the ball is out of play (club's linesman). If it is a Select game please send someone to the office to find you assistant referees. Select has priority to Recreational games.
  3. Get the game report or rosters from both coaches
    - For Fusion games, you need to also receive the player's passcards.
    - Also for Fusion games, you get paid before the game starts.



# Referee's Responsibilities

- **Arrive At The Field 20 min Before Your Game (continued)**
  4. Check-in the teams and team officials
    - For Fusion games, match the players to the passcards.
    - Team officials must verify Risk Management Certification
    - Check for basic equipment (no jewelry)
  5. Meet captains from both teams at the center circle
    - Perform coin toss (record results, who kicks off and which direction)
    - Get the game ball from the Home team
- **Start Your Game On Time !**
- **Look & Act Professional**
  - Shirt is tucked in, socks are pulled up
  - Weather appropriate undergarments – Black; no hoods
- **At The Conclusion of the Game**
  - Record score, misconduct cards issued and any serious injuries
  - Fill out forms properly and completely, don't forget your name also!!





# MSC's Game Report



## Bottom Section

### MIDLAND SOCCER CLUB REFEREE SCORE CARD

Date: \_\_\_\_\_ League U - \_\_\_\_\_ BOYS GIRLS

Time: \_\_\_\_\_ Field #: \_\_\_\_\_

Team #	Team Name	Goals

Referee: \_\_\_\_\_

Linesman: \_\_\_\_\_

Linesman: \_\_\_\_\_

Revised: 2/16/09

*Complete this form and place in the Referee Drop Box*

	best				worst
Referee Feedback:	5	4	3	2	1
Sportsmanship of the team:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sportsmanship of the coach:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Was the coach overly loud?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Was the coach respectful towards the referees?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Were the parents overly loud?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Were the parents respectful towards the referees?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



Microsoft Word  
Document

**At the end of the game, fill out forms properly and completely**

For recreational games: submit the 2 game report sheets  
- place in the large referee mail box or inside the 401 building





# MMYSL's Game Report



## Bottom Section

Coach				
Asst.				
Mgr.				

### SENT OFFS (Red Card)

1. Serious foul play
2. Guilty of violent conduct
3. Spitting at an opponent
4. Denies obvious goal scoring opportunity by handing
5. Denies obvious goal scoring opportunity
6. Offensive, insulting, or abusive language/gestures
7. Second caution

### NOTE

Conduct of team officials relates directly to the conduct of the players on the field.

**ALL CLUB PASS PLAYERS MUST BE DESIGNATED WITH A ⊗ NEXT TO THEIR NAME**

COACH'S SIGNATURE \_\_\_\_\_

FINAL SCORE	
HOME	VISITOR

Ref. Name \_\_\_\_\_ Linesman Name \_\_\_\_\_  
Please Print Please Print

Ref. Name \_\_\_\_\_ Linesman Name \_\_\_\_\_  
Please Print Please print

### **REREREER RESPONSIBILITIES:**

- All games must be run with a 3 ref system (Use club linesmen if necessary)
- Both game reports and any misconduct cards are to be mailed to the league registrar by the referee. The home team will provide a stamped addressed envelope.
- The League asks that referees rate our teams on sportsmanship 1 to 5 with 5 being the best.

SPORTSMANSHIP RATING

**At the end of the game, fill out forms properly and completely.**

**Return player passcards to each team/coach.**

In Fusion games: coaches have to sign those reports and the home team has to provide stamped, addressed envelope to send report to the league.



# Referee Observations

- MSC's Referee Development Committee
  - A satellite of the Michigan Referee Committee (MRC) – 2009
  - We're here to help you... learn, develop and enjoy
  - Looking for 2-3 referees to help...
  - Development Academy candidate recommendations
    - Willing and eager to learn
    - Passionate about the game and zealous in your approach to it
    - Strives to be one of the best
    - Potential invitations to tournaments across Michigan
- Referee Observation / Performance Form
- 2010 Results and Focus for 2011



# Referee Observations

Top Section

## Referee Performance Form



Referee Name: \_\_\_\_\_

Position: \_\_\_\_\_

Game Date: \_\_\_\_\_

Game Time: \_\_\_\_\_

Game Number or Field: \_\_\_\_\_

MSC Evaluator: \_\_\_\_\_

Competition Level:                      Rec      Majors      MM                      PR

Age Group: \_\_\_\_\_

Gender:                      Boys                      Girls                      Coed

Overall Performance:                      Low                      Med                      High



# Referee Observations

## Bottom Section

**The Referee:**

**Poor...Excellent** (Select one - 1 = Poor, 5 = Excellent)

<b>A</b>	<b>Knows and understands the laws.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>B</b>	<b>Applies laws accurately and consistently.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>C</b>	<b>Maintains proper positioning.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>D</b>	<b>Assures player safety.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>E</b>	<b>Communicates well with players and coaches.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>F</b>	<b>Is decisive and provides appropriate signals.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>G</b>	<b>Handles challenges &amp; difficult situations well.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>H</b>	<b>Is poised, dignified &amp; properly attired.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>I</b>	<b>Overall this Referee managed the game well.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>

**Areas of Proficiency:**

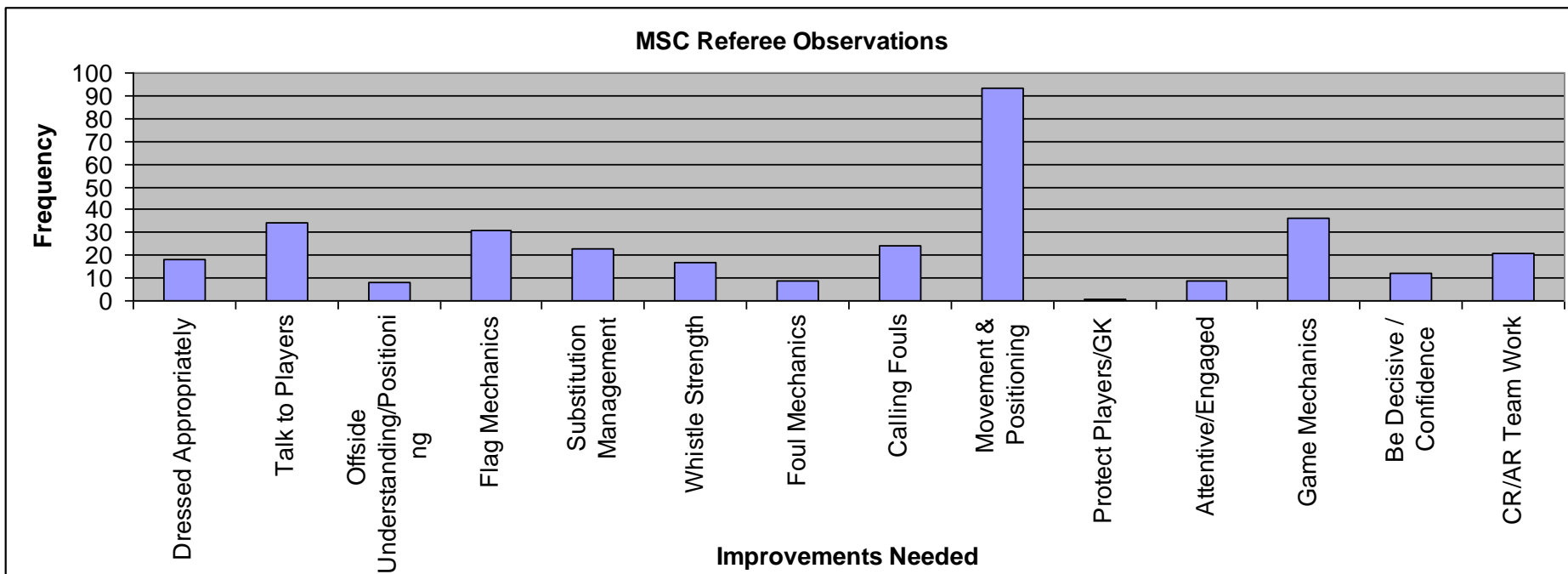
**Areas of Improvement:**



# Pareto Chart

A pareto chart shows where effort can be focused for maximum benefit.

Observations	Overall	U7-U8	U9-U10	U11-U12	U13-U14	>U14
A.Knows and understands the laws.	4.3	4.1	4.2	4.4	4.4	4.8
B. Applies laws accurately and consistently.	4.1	4.1	4.0	4.1	4.2	4.7
C.Maintains proper positioning.	4.0	3.8	4.1	3.8	4.2	4.8
D. Assures player safety.	4.4	4.2	4.6	4.4	4.3	4.6
E. Communicates well with players and coaches.	3.9	3.7	4.1	3.8	4.0	4.3
F. Is decisive and provides appropriate signals.	4.1	4.1	4.1	4.0	4.5	5.0
G. Handles challenges and difficult situations well.	4.1	3.6	4.2	4.2	4.2	4.3
H. Is poised, dignified and properly attired.	4.5	4.5	4.5	4.5	4.3	4.9
I. Overall this referee managed the game well.	4.2	4.3	4.2	4.2	4.3	4.8





# Review

- **Movement & Positioning**
  - Don't stand and watch; stay close to play, it sells your call....
  - Run with purpose and like you mean it
  - CR: Anticipate where the ball is going to be played and get into position
  - AR: Run all the way to the goal line; stay with the 2<sup>nd</sup> to last defender or the ball, whichever is closest to the goal
- **Talk / Communicate to Players**
  - After you blow the whistle, say what the call is
  - You are teaching the players what you will and will not allow during the game
- **Game Mechanics – Center Referee**
  - Stop running, signal, then continue
  - When a goal is scored: Look at AR for signal, back away, & point to center circle.
  - Lazy S, not a straight line diagonal
- **Flag Mechanics – Assistant Referee**
  - General control
  - For substitutions
  - For fouls & misconduct
  - For ball out of play (throw-in, goal kick and corner kick)



## Review (continued)

- **Foul Recognition and Restarts**
  - If it doesn't look right, it probably isn't... blow the whistle
  - **Direct Free Kicks (DFK):** 10 penal fouls – 9 against an opponent (kicking, tripping, jumping into, charging, hitting, pushing, tackling (makes contact with player before the ball), holding & spitting – handling (deliberate))
  - **Indirect Free Kicks (IFK):** 8 fouls (dangerous play, impeding progress, prevents GK releasing ball, commits any other offense
    - GK inside his own penalty area: GK pickup from own team passback, GK pickup from own team throw-in, GK controls ball >6 sec, GK 2<sup>nd</sup> touch with hands
- **Whistle communication**
  - When to use the whistle
  - Intensity (loudness)
  - Length (duration)



## Review (continued)

- Offside
  - Two (2) steps:
    1. Determine if the player is in an offside position
      - Cannot be offside in their own half of the field
      - Cannot be offside if even or level with second to last defender
    2. Determine if the player is involved in active play
      - Interfering with play OR
      - Interfering with an opponent OR
      - Gains an advantage (from being in that position)
- Misconduct (players and coaches)
  - Coaches & team officials may be carded or ejected for failure to control themselves, their sidelines or their players.
  - “Ask”, “Tell”, “Remove”



## Review (continued)

- Risk Management Verification
  - The easy way: make sure that team officials have their Risk Management Card
  - Otherwise, they must present a picture ID: print their name on the back of the game report and have them sign it.
  - If neither of the above are presented to the referee, then that person is **not** to be located at the team bench. Note this on the game report. **No exceptions!!**

### The Game Will Be Played

- Conflict or Problems during a game with a coach or parent?
  - Contact Tom Coatoam @ 928-5939 and/or Rob Camilletti 295-5109
  - Send Tom an email at [mscreferee@midlandsoccerclub.org](mailto:mscreferee@midlandsoccerclub.org)



# Field Instruction Sessions

Attendance is Strongly Encouraged



## Field Instruction Sessions Primarily For Grade 9 Referees

Open to All Referees

**Monday April 4<sup>th</sup> 6:00-7:00**

**Friday April 8<sup>th</sup> 6:00-7:00**

**Monday April 11<sup>th</sup> 6:00-7:00**

**Sessions are held @ MSC East  
Fields and will be 1 hr in length...**



**Soccer officiating is the only  
position in which**

**Perfect Judgement**

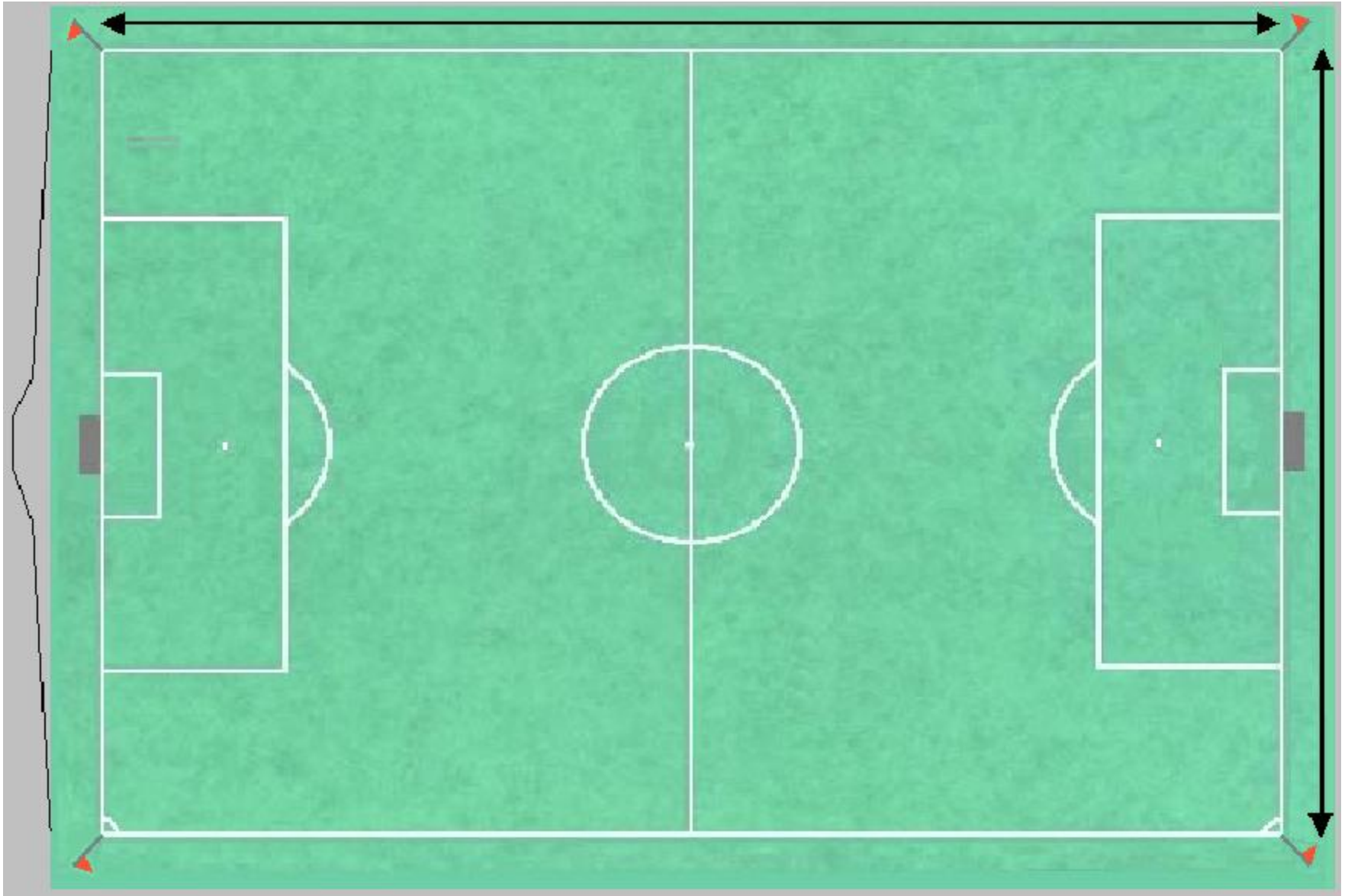
**is expected from the start**

.....

**with Steady Improvement thereafter.**



# Game Situation Questions?





MSC



## Recreational Games – 2011 Information

- For U7-U8 games: No Changes
  - All free kicks will be DIRECT
  - NO Penalty Kicks
    - Fouls in PA are restarted with DFK on edge of box closest to where the foul occurred
- For U9-U19 games: No Changes
  - DFK and IFK
- Prefer “No cards” for U5 thru U11
  - Talk to the players... manage the game
  - Guideline, not a rule!



## U10 Majors – 2011 Rules

- Teams are located on opposite sides of the field
  - Parents and players will be located together on the same side of field.
- Duration: **30** minute halves, 5 minute half-time
- Unlimited substitutions from halfway line as follows:
  - A. After a goal is scored by either team
  - B. Prior to a throw-in in your favor; Opposing team can sub if team in possession subs.
  - C. Prior to a goal kick by either team
  - D. After an injury, when the referee stops play.
  - E. At half time.
  - F. After a Caution, the carded player(s) may be substituted, and if substituted, the opposing team may substitute a like number of players.
- Enforce the Offside law.
- Only 2 coaches permitted on the sideline.
- No Slide Tackling – even if performed properly; IFK
- 8 yards on all DFK and IFK, including PK.



## U10 Mid Michigan – Key Points

- Teams are located on opposite sides of the field
  - Parents and players will be located together on the same side of field.
- Duration: 25 minute halves, 5 minute half-time
- Unlimited substitutions from halfway line as follows:
  - A. After a goal is scored by either team
  - B. Prior to a throw-in in your favor; Opposing team can sub if team in possession subs.
  - C. Prior to a goal kick by either team
  - D. After an injury, when the referee stops play.
  - E. At half time.
  - F. After a Caution, the carded player(s) may be substituted, and if substituted, the opposing team may substitute a like number of players.
- All free kicks are INDIRECT except for Penalty Kick
- 6 yards distance on all free kicks, including Penalty Kick



# Weather Policy

## Midland Soccer Club Lightning Safety For Soccer Fields

**IF YOU SEE IT (lightning), FLEE IT; IF YOU CAN HEAR IT (thunder), CLEAR IT.**

**Participants and spectators must seek shelter when 3 horn blasts are heard. You will be advised when you may return to the fields.**

- DO** Go to your vehicle and take shelter with the windows rolled up.
- DO** Go inside the buildings that are on the complex (401 and 901).
- AVOID** Rain and sun shelters. These are not safe from lightning.
- AVOID** Going underneath trees. Trees “attract” lightning.
- AVOID** Metal fences, gates and tall light / power poles.



# Work Permit for Minors

- State of Michigan requirement
- For referees that are under 18 as of 23 APR 2011
  - Forms are available at your school, ask for a work permit form
  - Over 16 and Under 18 – Form CA-7
  - Under 16 – Form CA-6
  - Only need to fill out 1 time, good until you turn 18 or graduate
  - Needs to be completed before the start of the season
    - Get form from school, fill out Section I
    - Take to MSC, they fill out Section II
    - Return to School, they fill out Section III
    - Return completed copy to MSC.



## Miscellaneous Stuff

### Referee Game Fees

- For Recreational games, checks will be issued twice:
  - Specific dates will be communicated via EMail
- If there is conflict with coaches or parents that you can't solve, at half time or the end of the game, call for help from the MSC office or call the assignor– there is a board member on staff during the weekend also.
  - On weekdays – Call Tom Coatoam @ 928-5939 or Rob Camilletti @ 295-5109 for assistance.
- Questions via email to Tom at [mscreferee@midlandsoccerclub.org](mailto:mscreferee@midlandsoccerclub.org).



## Recreational Game Fees

### Recreational Games

<u>Age</u>	<u>Game duration</u>	<u>CR / AR1/ AR2</u>
U7-U8	2 x 20 min halves	\$11
U9-U10	2 x 25 min halves	\$16/ \$8/ \$8
U12	2 x 30 min halves	\$19/ \$12/ \$12
U14	2 x 35 min halves	\$25/ \$15/ \$15
U15-19	2 x 40 min halves	\$35/ \$20 / \$20



# Majors & MYSL Game Fees

## MYSL & Majors

<u>Age</u>	<u>Game duration</u>	<u>CR / AR1/ AR2</u>
U10	2 x 25 min halves	\$18
Majors U10	2 x 30 min halves	\$18/ \$12/ \$12
U11-U12	2 x 30 min halves	\$20/ \$12/ \$12
U13	2 x 35 min halves	\$26/ \$15/ \$15
U14	2 x 35 min halves	\$30/ \$20/ \$20
U15-U16	2 x 40 min halves	\$40/ \$25/ \$25
U17-U18	2 x 45 min halves	\$50/ \$30/ \$30



# Premier / Mid Michigan Game Fees

## Premier (MSPSL) & Mid-Michigan (MMYSL) Games

<u>Age</u>	<u>Game duration</u>	<u>CR / AR1/ AR2</u>
U9 & U10	2 x 25 min halves	\$25
U11	2 x 30 min halves	\$25/ \$16/ \$16
U12	2 x 30 min halves	\$30/ \$20/ \$20
U13-14	2 x 35 min halves	\$40/ \$30/ \$30
U15-16	2 x 40 min halves	\$50/ \$35/ \$35
U17-19	2 x 45 min halves	\$60/ \$40/ \$40



## Miscellaneous Stuff

- For MSPSP and State Cup game reports
  - Referees must have their USSF ID number / card
  - Need to place your ID number on the game report
  - CLEARLY detail all misconducts and send offs if you are CR
  - Work with AR team, make sure you have the right information
- Remember to record serious injuries in your game report (players who typically don't return)
- Provide detail on cards, especially send offs, the infraction that caused it and any issues that may have happened afterward
- Club Tournaments
  - Midland Invitational Tournament (May 6<sup>th</sup> – 8<sup>th</sup> , 2011)
  - Fusion Invitational Tournament (Aug 26<sup>th</sup> – 28<sup>th</sup>, 2011)



# Summary

- Log onto Arbiter
  - Review and Update your “Information”
  - Block your calendar for days you cannot work
    - Keep your calendar up to date, review periodically.
  - Click on the “Ready” button
- Accept or Decline your assigned games in Arbiter
  - You have only 2 days, check your Email daily
  - Notify (call) the MSC Assignor (Tom Coatoam) in an emergency
- Be Prepared... Know the League Rules!
- Complete and Submit Work Permit for Minors
- Complete YOUR Game Responsibilities
- Use the <http://www.midlandsoccerclub.org/referee> for information
- Attend one of the Referee Field Instruction Sessions
- When in doubt, ASK; We’re here to help you...