



## WRSA Referee Handbook

Updated: 2/18/2021

All USSF rules as found in FIFA “Laws of the Game” will be followed unless outlined in this document. This document will contain league specific items which are required to know if you are to be a WRSA Referee.

### Uniforms and Game Ball

If the jerseys are too similar in the opinion of the Center Referee, the home team will be asked to change jerseys. All players must have a matching uniform with a distinct number in order to play. Goalie’s jerseys should not conflict with either team’s primary color. If unusual circumstances exist, teams may be allowed to play in pennies or alternate uniforms if approved by the Field Administrator, Assignor, or Director of Officials. The home team is also responsible for supplying the game ball of appropriate size (see Age Group Specifications chart).

### Forfeit of Game

If a team fails to show up or cannot field the minimum number of players within 10 minutes of the scheduled start time, the game will be recorded as a forfeit and the score will be posted as a 3-0 loss for the team forfeiting. If at any point during the game, a team is unable to field the minimum number of players based on Age Group Specifications chart, the game will also result in a forfeit and recorded as a 3-0 loss. It is important the game card shows that the game was a forfeit and not played. If a game is considered a forfeit after it begins, it should also be noted on the game card.

### Age Group Specifications

Age	Players on Field	Max Roster Size	Min Number Players	Ball Size	Half Duration	Halftime Duration
U15 & Older	11v11	22	7	5	40 min	10 min
U13 & Older	11v11	22	7	5	35 min	5 min
U11-12	9v9	16	5	4	30 min	5 min
U9-10	7v7	12	4	4	25 min	5 min
U7-8	5v5 (w/GK)	8	3	3	20 min	5 min
U5-6	4v4 (no GK)	8	3	3	20 min	5 min

### Game Card

As a referee, one of the three main tasks is to keep record of the game. This is primarily done using the game card supplied by the league. All goals, yellow cards, red cards, or anything else of importance would be recorded on this card. It is important that all the referees have their names on the card as this card is used for payment. It is equally important that all game cards are legible and are kept dry if possible. Each roster card should be adhered to the back of the game cards.

## Pregame Check In

The pregame check in serves two purposes.

1. Ensure all players playing in that game are equipped properly. This includes a check for shin guards, proper shoes (no toe-cleats or metal cleats), and extra items such as earrings, watches, bracelets, or necklaces.
2. Ensure all players and team officials playing in that game are registered with the team and not serving any suspensions from prior games. This is done by the use of the signed roster card as well as the player card.

Check-in requirements for roster cards and player cards:

- Each team is responsible for supplying a **roster card** as well as laminated player cards before each game. All players (U9 and older) and all coaches (U5 and older) are required to have a laminated player card unless special direction is given by the league or field administrators.
- The player cards should be laminated and bound on a single metal ring. In rare circumstances, a few cards might be loose, but it is important that they are bound so that they are not misplaced during the game by our referee teams.
- The **roster card** will list full names of each player expected to play in the game as well as their number. This is to be used to check in the team before the game. **ALL roster cards** must be signed by the coach.
- Any player that shows up after the official “check in” should report to the AR1 (Sub-side Assistant Referee) before entering the game. This information should be given to the Center Referee so that it can be recorded on the official **roster card**.
- Before the game card is turned in, ensure that the roster cards are adhered to the back of the game card and that the score is recorded and correct. It is a best practice to have an AR review the game card before turning it in.

## Substitutions

Except as noted, substitutions shall be “unlimited”. The team in possession may substitute at any time after any dead ball situation (corner kicks, free-kicks, throw-ins etc.) However, teams not in possession of the ball can only substitute after these situations provided that the team in possession is also substituting. Free substituting is allowed for both teams after goals, goal kicks and at half time.

The substitutes must be at the centerline ready to enter before the referee will allow the substitution to take place.

The referee has the authority not to allow the substitution if he/she believes that the procedure will stop the flow of the game or is being used as tactical time-wasting ploy.

## Substitutions (continued)

- An incoming player shall NOT enter the field of play until the player coming off has left the field of play or the referee has indicated it is ok to enter.
- No player may enter or leave the field of play without referee consent.
- Substitutions are unlimited for each team.
- **A player that is shown a yellow card must leave the field and a substitution is allowed. The opposing team will also be offered a single substitution for each yellow card shown.**
- Any player that has a bleeding injury or has blood on their uniform must leave the field of play. They may only re-enter when the bleeding has stopped and the uniform has been cleaned or changed. The opposing team will also be offered a single substitution for each injured player.
- Substitutions will not be allowed for players receiving a red card. The team is to play with one less player.

## Additional Notable League Rules for Referees

- Heading
  - The USSF heading ban is difficult to enforce when teams play up or have players from other age groups playing. For this reason, **all games that are U11 and below** shall enforce the heading ban. Any infraction is an Indirect Free Kick from the spot of the infraction. If the infraction occurs within the defensive Goal Box, then it should be moved to the nearest point of relief out of the Goal Box. Remember, it is only an infraction if a player intentionally heads the ball. This should be talked about during EVERY pre-game meeting between officials for all games that are U11 and below.
- Indoor Field
  - Only when playing on the indoor field, when the ball is in play and it hits the net above the playing surface, the ball will be considered out of play. The restart will be a throw-in to the team who did NOT last touch the ball at the nearest touch line directly perpendicular to the point at which the ball hit the net. (Yes, this is now a turnover.)
- Coaches Box (Technical Area)
  - Only carded coaches are allowed in the technical area during the warm up and during the game. No more than three team officials are allowed in the technical area. After a proper warning, a coach should be issued a yellow card if they can't remain in the technical area.
- Mercy Rule
  - If the goal differential reaches 10 goals at any time after the first half is completed, the coach of the trailing team will be informed that the game is over. They have the right to continue the game until time expires, but no additional goals shall be recorded.
- Handling Coach/Player Harassment
  - It is unacceptable for players or carded officials (coach, assistant coach, or manager in the technical area) to harass the referee crew. If the center referee is aware of the misconduct, follow the Ask, Tell, Remove protocol taught at any USSF certification course. If the center referee is not aware of the behavior, the ARs should inform the center official.

- Handling Parent Harassment
  - A spectator that is not a carded official (coach, assistant coach, or manager) cannot be issued any card. For this reason, any misconduct that is considered too much should be reported to the coach of the team the spectator represents. In the same way we handle coach misconduct, we will use the Ask, Tell, Remove protocol. If the coach does not handle the spectator abuse, then the coach will be issued the card(s).
- Yellow Card Substitution Requirement
  - A player that is shown a yellow card must leave the field and a substitution is allowed. The opposing team will also be offered a single substitution for each yellow card shown.
- Yellow/Red Card Reports
  - Every Yellow Card issued must be recorded on the game card.
  - All Red Cards shall be recorded on the game card as well. In addition, the membership card (laminated player or coach's card) shall be retained and turned in with a completed USSF red card report to the Director of Officials. It is important to record specifics about each red card, so complete this task immediately following the game if time allows.