

2014 - GVSA REFEREE GAME DAY PROCEDURES

Updated: August 2013

(**Bold Text Is New In Spring 2014 or a Point of Emphasis**)

GVSA Game Details and Referee Pay

<u>Age Group</u>	<u>Referee</u>	<u>Assistant Referee</u>	<u>Game Length</u>	<u>Ball Size</u>	<u>Number of Players</u>
U8-U9	\$25	\$10	2x25 minutes	4	6
U10	\$25	\$15	2x25 minutes	4	6
U11-U12	\$30	\$20	2x30 minutes	4	8
U13-U14	\$35	\$25	2x35 minutes	5	11
U15-U16	\$40	\$30	2x40 minutes	5	11
U17 and older	\$45	\$35	2x45 minutes	5	11

Pregame Procedures

- **All referees are expected to have accepted and signed the GVSA Respect Campaign Code of Conduct and to wear the Respect Campaign Armband.**
- All GVSA games shall be refereed by three officials (one Center and two AR's) which are members of GVSOA and are assigned by GVSOA approved assignors that are USSF certified.
- All referees are expected to arrive at the game site at least 30 minutes prior to scheduled game time. It is suggested that referees make contact by phone or electronically the day before the game to confirm attendance. Official's contact details are listed on the Arbiter scheduling software.
- The referee team is expected to meet together on arrival and review a pre-game review of procedures and special instructions for the game.
- **All referees are expected to dress in USSF approved uniforms including shirts (of the same color), plain black shorts, black socks with three white strips (or alternately the USSF logo black sock) and black or mostly dark shoes. All three referees should be dressed in the same shirts and socks and be not in similar colors to either team jersey's where possible. All referees should be also equipped with a stop watch, pen or pencil, note pad and flipping coin.**
- The referee team is expected to request and inspect game balls from the home team. All game balls should be of the proper size, in good condition and to the proper inflation pressure. At least one spare ball should be available and checked before the game.
- The referee team is expected to check-in each team participants (players and team officials) for proper equipment and to be in possession of a proper pass card and risk management card. Starting in the Fall 2012 season all player pass cards must have photos and be laminated on both sides.
- The referee team is expected to check the field, markings, goals and nets to make sure that they are in safe playing condition and meeting the required standards.

GVSA Game Reporting Procedures

It is very important that all game results are reported promptly! Please do the following at the game:

- **Make note of the Sportsmanship and Respect ratings at the bottom of the game sheet with the following guidelines and report on the back of the game sheet any behavior that is rated as 1 or 2 (below average).**

1 = Totally unacceptable behavior
4 = Average and Respectful

2 = Below Average and unacceptable behavior
5 = Outstanding Behavior in Line with the Respect Campaign

3 = Average behavior

- Make sure that as the center (head) referee you get the Game Report sheet. ANY NAMES OF ANY PLAYERS AND COACHES WHO ARE NOT PRESENT SHOULD BE CROSSED OUT! This is especially important in U15 and older age groups, as teams may register up to 22 players, but only 18 may dress for a game. It is also to ensure that suspended players and coaches are not participating. If a name is not crossed out it is assumed that a Player/Coach participated in the game.
- All persons listed on the game report list must have a GVSA pass card including all players and team officials (coaches) who are on the sideline. These pass cards should have photographs and be laminated – any player or coach whose pass card does not meet this criteria should be noted on the game report. They must all be listed on the game report in the space provided. A maximum of three adults, all who must have a valid pass card from your club in their possession, may be on the sideline with a team during a game. Under no circumstance may a player play for your team if he/she is not registered on your team through GVSA. Using an ineligible player is a serious offense and any coach who does so will be subject to suspension and further disciplinary action. Any player or team official that does not have a pass card may not participate in the game. Any player or team official who claims to have a GVSA pass card but that is not with him cannot participate in the game.
- Unregistered players may not play. Players with a missing Pass Card may not play. However, if the following conditions are met they may be allowed to play:
 - a. The Coach playing the player(s) with the missing Pass Card(s) must concede the Game as a Forfeit and the score will be reported as a 3-0 win to the opposing team.
 - b. The Player(s) with the missing Pass Card(s) will sign the back of the Game Report including their printed name and number. If the Player(s) is/are discovered not to be registered to that Team, the Coach will serve a minimum 3 Game suspension with the same team immediately following the league ruling.
 - c. The opposing team must play this game as a normal league game.
 - d. The referee crew will officiate this as a normal league game and be paid the normal game fee.
- All adults present on the team bench (sideline) must be in possession a GVSA Pass Card showing their Risk Management information (if the pass card shows it is expired the coach is required to have his/her MSYSA Risk Management card also). The Risk Management cannot be expired. If an adult does not have this he or she will not be allowed to participate as a Coach under any circumstances. There must be at least one adult coach present during the game. If not, the game shall not be played, the Referee's will be paid and the absence of a Coach reported to GVSA.
- **GVSA adopted a new Club Pass Card policy for the elite division teams only beginning with the fall 2012 season. This is the same as is currently used by the MSPSL and allows a player in a club the ability to play on a 2nd team in the same club up either one or two years from their current age group. Additional rules in this situation are**
 - **Only 2 Club Pass Card players will be allowed in any one game.**
 - **CPC players can play up one or two years/divisions but cannot play down an age group/division or in the same age group/division. No lateral movement is allowed.**
 - **CPC players can be a girl playing on a boys team but not a boy playing on a girls team.**
 - **Referees will be required to follow normal regular season pre-game check-in with additional verification of any CPS player's age group with his/her primary player card. PCS players MUST present primary team pass card in order to play. No PCS player shall be allowed to participate in a game without presenting his/her current primary team player card.**

- The home team must provide a self-addressed stamped envelope to the referee (the envelopes are included in the team packets – clubs must put a stamp on the envelope).
 - The home team pays the officials.
 - Both coaches must sign **both game reports** after being completed by the CR (center referee) – if for any reason a coach will not sign the game report – please make a note of this on the back to the report.
 - Any important details regarding the match including injuries, cards issued or behavior problems, etc. must be noted on the back of the game report. This report must be returned to GVSA in the envelope provided – within 24 hours of the match.
 - Whenever possible all three officials should leave the field immediately together as a team and avoid entering into discussions regarding the game with spectators or parents.
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GVSA Inclement Weather Policy

Any GVSA sanctioned game in progress (or prior to starting) may be suspended or delayed for inclement or severe weather. The occurrence of thunder or lightning will cause the game to be stopped or delayed for 30 minutes from the time the lightning is LAST seen or thunder LAST heard. FOR EACH reoccurrence of either, the timed delay/stoppage will be reset to 30 minutes. **There are no exceptions to this rule.** Team representatives (NOT THE REFEREES) should consult the GVSA rules for what is considered to be a completed game.

No game shall be suspended for longer than 90 minutes. If there is a game scheduled to start directly after the suspended game then this game shall not be delayed beyond 30 minutes from the scheduled start time, or the delayed/suspended game will be terminated. Team officials are responsible for directing their respective teams to their cars, transport or proper shelter. THIS IS NOT THE RESPONSIBILITY OF THE REFEREE CREW.

If the match is abandoned because of inclement weather, write down on the match report the time that had been played, and the score (as well as any misconducts or send offs that may have occurred) at the time the match was abandoned. MAKE SURE THE PLAYER PASSCARDS ARE RETURNED. If you take them with you, you will be responsible to get them back to the team within 24 hours given that they may have a match the next day.

MSPSL Inclement Weather Policy

If any member of the referee crew hears a clap of thunder or sees a lightning bolt, immediately suspend the match. Request the coaches to clear the fields. The referee crew should also seek shelter. Every time there is a bolt of lightning or clap of thunder, reset your clock for 30 minutes. No match may be restarted until the weather conditions have been clear of thunder/lightening for 30 minutes.

If the match is abandoned because of inclement weather, write down on the match report the time that had been played, and the score (as well as any misconducts or send offs that may have occurred) at the time the match was abandoned. MAKE SURE THE PLAYER PASSCARDS ARE RETURNED. If you take them with you, you will be responsible to get them back to the team within 24 hours given that they may have a match the next day.