GVSA GAME REPORT REFEREE REVIEW

August 2017





GVSA Game Reports

What The League Requires -

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 were to 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 league standards.

GVSA Game Reports

What The League Requires -

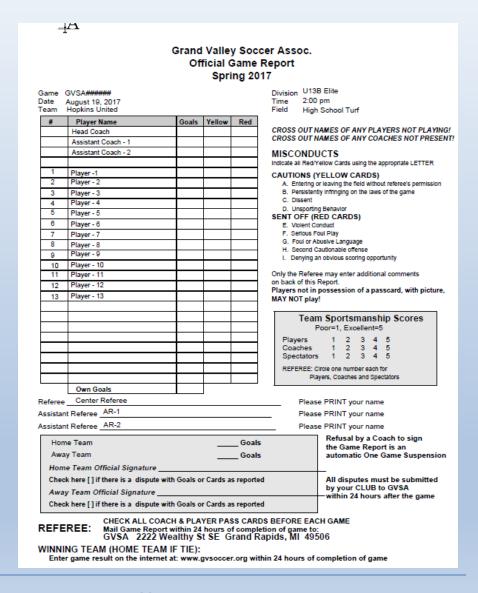
It is very important that game reports with all game results are reported promptly! The center referee is responsible for making sure the game report is mailed to GVSA promptly and that it is complete with Sportsmanship scores and any comments. This report must be mailed in as soon as possible after the game **BUT NOT LATER THAN 48 HOURS AFTER THE GAME.**





Each team at every game is required to supply the center referee before the start of the game with a compete and accurate game report as shown in the example at right.

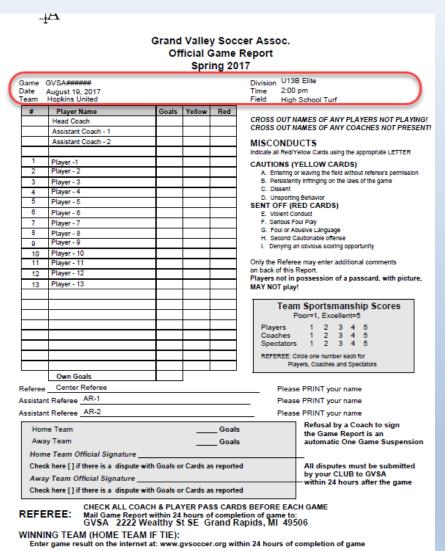
This includes all game details, coaches, team representatives information and player information with numbers who will take part in the game.





1. First the referee must check each of the game reports details at the top of the page.

Any errors should be pointed out to the responsible coach and corrections made.

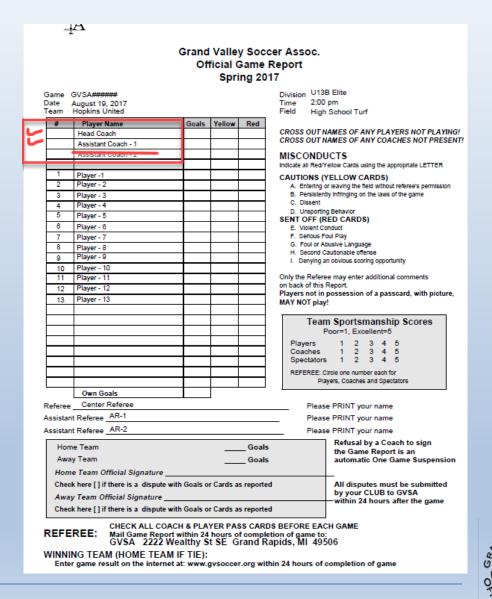






2. Referees must check-in each of the coach or team officials on the bench who must have a GVSA laminated pass card that shows the kid safe date.

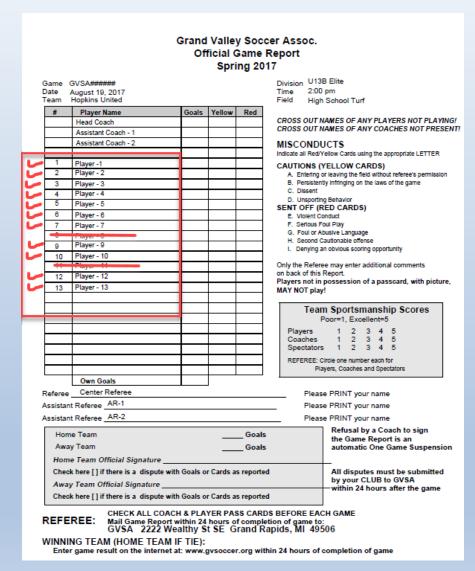
Place a check mark next to each that is present and put a line through any not present. No team official can be on the bench without a passcard and for the game to take place one adult must be present – it is possible for a club coach from another team on the same club to fill in.





3. Next - referees must check-in each of the players on the report who must have a GVSA laminated pass card with photo.

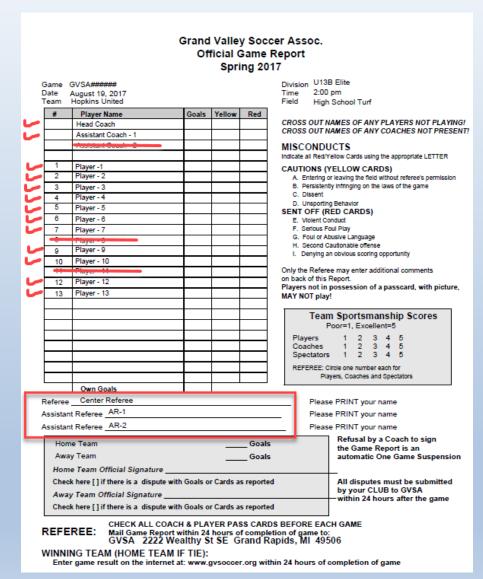
Place a check mark next to each that is present and put a line through any not present. No player may participate in a game without a passcard unless the coach is prepared to forfeit and play the game as a scrimmage. Add the names and numbers of any additional legal players or "pass carded" players.





4. Each member of the referee crew must print clearly their name next to the position that they had on the crew for the game.

A signature is not required.

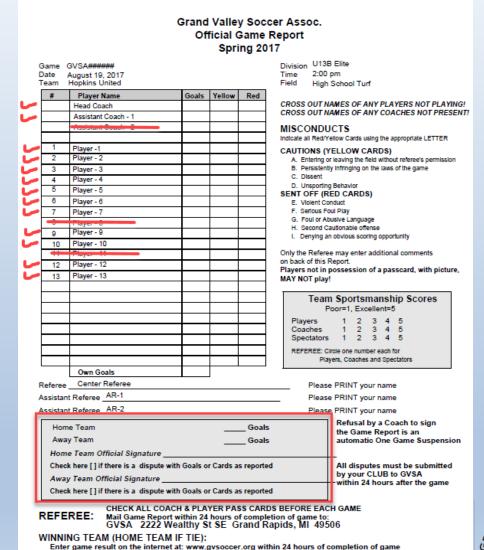






5. The final score must be recorded for both teams on both reports. Please check to make sure this is consistent on both reports.

A representative from each team must sign both reports and there is a box to check if they wish to dispute the recording on the report of a goal or card. Any coach who refuses to sign the game report must be reported to the league.





6. Sportsmanship scores are a very important part of the game report. The should be recorded on the report as follows:

1 = poor, unacceptable, action needed.

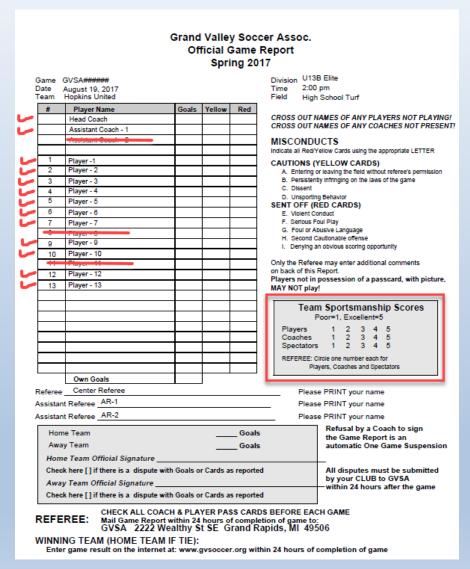
2 = below average, unacceptable, action needed.

3 = average, tolerable behavior should be monitored.

4 = good respectful behavior.

5 = excellent, outstanding behavior in line with Respect Campaign.

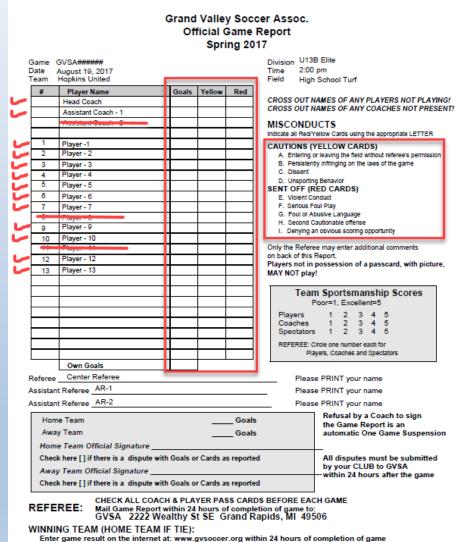
Make sure to report details on the back of the report for any behavior that is marked as 1 or 2.





7. Record next to the player number or team officials any goals, yellow cards or red cards.

Make sure to follow the codes for yellow and red cards. Note that any red card offenses must have details supplied on the back of the report and a indicent report filled out in GameOfficials.net





The GVSA league will have a policy starting with the fall season, where incomplete game reports will be returned to officials for completion and return to the league.

Without this game information GVSA, like all leagues, is unable to properly score and keep track of standings, discipline and monitor the maintain the "Respect Campaign".



