



INSTRUCTIONS TO REFEREES--2010 Fall Season (as of 8/2/10)

Thank you for accepting assignments to referee in the MIDWEST REGIONAL LEAGUE (MRL). As you know, this league features the highest level of youth soccer in the Midwest, with the best teams from our 14-state area earning the right to compete in regional league play. The level of competition is comparable to games at the Regionals and late round State Cup competition. Games are hotly contested and extremely competitive. Teams are battling for Wild Card slots into the Regionals, maintain their Premier Division position or earn promotion from the First Division to the Premier Division.

Teams, coaches and parents expect the very best from referees. Our league strives to provide everyone with the best environment for youth soccer competition. Your acceptance of games in the MRL demonstrates your desire to officiate at the highest levels of youth soccer and we appreciate the hours of dedication you have invested in reaching this level. Good luck with your games. Should you encounter any problems, we want to hear from you (see information below)

Please be sure to be familiar with the following MRL rules and/or policies:

- Game Ball: Size 5 (provided one of the competing teams—be sure to return game ball to team)
- Length of Games:

Under 14	- 35 minutes halves;
Under 15 and 16	- 40 minute halves
Under 17 and 18	- 45 minute halves
- Substitutions:

Under 14	- Unlimited
Under 15, 16, 17, 18	- FIFA Seven (7) per half system. Once replaced, players cannot re-enter the game during that half of play.
- Teams are to submit a **Line-Up Card** and US Youth Soccer Member Passes for each player to the Referee, prior to the game. 3 copies of the Line-Up Card should be provided including one for the Referee to attach to the game report, one to the opposing team (after referee signature) and one returned to the team (after referee signature)
- **ALL PLAYER PASSES ARE RETURNED TO TEAMS AT THE CONCLUSION OF THE GAME.**
- Guest Players are allowed
- Rosters are to be exchanged with opponent upon request.
- In the event of Uniform Color conflict, team listed first on the schedule must change uniform color, subject to the Match Referee's decision.
- One (1) hour grace period for late arrival before game is abandoned.

Referees should arrive no later than 30 minutes prior to scheduled kick off time.

Game Fees are to be paid to Referees after Referee Report is turned in to Site Coordinator. If no Site Coordinator, then teams are to pay Referees prior to start of game. Game Fees are:

- U14 - \$40 to Referee and \$30 to each Assistant Referee;
- U15 and U16 - \$50 to Referee and \$35 to each Assistant Referee;
- U17 and U18 - \$60 to Referee and \$40 to each Assistant Referee.

In the event that a referee does not show up for an assigned game, a club AR should be used. The referee fees should be paid accordingly to the assigned Referee and AR. The fee for the second AR (club AR) is returned to the teams.

In the event that Referees are on site and the assignor has not been notified of a postponement due to weather or field conditions, then the teams shall pay full referee fees for the game. For example if both teams are on site along with referees and weather conditions are such that the game cannot be played, then Referee fees are paid.

Referee Reports are to be completed and filed with the League by the Referee or the Site Coordinator. **Send Offs** are to be reported immediately following game to MRLCommissioner@region2.com Be sure to list age group, division, teams, player(s) sent off, the offense and your name, email and phone number. Be sure to include all information on the Referee Report that is mailed to the MRL

Game Operations Rules are provided in condensed form by the MRL. Copies should be available from the Local Site Coordinator or on-line at www.MidwestRegionallLeague.com

Should you have any questions, please direct them to:

Midwest Region Referee Administrative Assistant Ryan Cigich at ryancigich@yahoo.com