

2015 President's Day Cup Championships

Instructions for Referees

Uniforms

Shirts: Yellow (primary), but also have Black, Blue, Green, and Red

Shorts: Black (USSF or OSI)

Socks: Sat 14 Feb is 3-stripes

Sun 15 Feb is 2-stripes

Mon 16 Feb is 3-stripes

Shoes: Black, Black, Black

Prior to the match

Check in at the referee tent at least 1-hour prior to game time especially during your first game everyday. If you have back-to-back games, you may have to check in for both games. At a minimum

Pick up the game card and game balls at the referee tent. (

Arrive at your assigned field at least 30 minutes prior to game time to check-in teams, inspect field, meet the field marshal, etc. (

Technical Area

- Each team can have a maximum of four (4) non-players (coaches) in the team bench area
- These individuals must have "bench pass" credentials
- If there is a question as to if an individual is an approved coach or manager for that team do not cause a confrontation. Please consult with the field marshal and ask a member of the 2015 PDC Championship Committee to be called to determine if that coach or manager is approved to be on the team bench.

Pre-game duties

- Conduct your pre-game activities together as a crew: check-in the teams together, meet the coaches together, and warm-up together
- Locate and meet the field marshal so that you know who it is in the event of an injury or other conflict. The field marshal can contact the referee tent as well.
- Thoroughly check the field & nets. AR's pay particular attention to your touchline, background across the field, and distance to fans, coaches, teams, etc. (**Team check-in procedure**)
- As a crew, introduce yourselves to the coaches & ask to check-in the players.
- Pay particular attention to the size of the shin guards, jewelry, & jersey colors (worn by the goalkeepers (goalkeepers need to have numbers)).
- With the coach, review the following:**
 - Where players will warm up & subs wearing pennies on the bench
 - How subs will be handled
 - Who will enter the field to check on players in case of injury?
- Check off each player on the roster as you check his/her equipment. (Use a check mark). Place a check mark by the player's name and the player's number as seen on player's jersey. (
- Passes (should be returned at the end of the game, unless there is a send-off, in which the referee crew will bring the entire bounded passes to the referee tent with the paperwork.
- The referee is the sole judge of allowable player equipment as prescribed in The (Laws of The Game. If in the opinion of the referee a cast or apparatus would be dangerous and the player should not be permitted to play, the referee should have the field marshal contact the SYRA or PDC Tournament Director, **prior to game time.**
- Conduct the coin toss at least 7 minutes prior to game time.
- International entry 3 minutes prior to the scheduled kick off time. Start your game (ON TIME! **THERE ARE NO EXCUSES FOR A LATE START: don't let teams dictate the start time** (

Injuries

- Should a player be injured to the point that the coach/trainer believes medical attention is necessary, the fourth official or other member of the referee crew should contact the field marshal to notify medical staff via two-way radio.
- Should an injury require an ambulance to be called, please record the time of day, time into the game, time of day that trainers arrived, general nature of the injury, time of day the ambulance was called, time the ambulance arrived, and the time the ambulance departed.
- Include above information in a USSF Referee Supplementary Report (

Half-time

- Discuss problem areas that may be occurring on the field. Design and implement a strategy for the 2nd half if your game control is an issue.
- Talk to each other in a positive manner about things that might be done differently in the second half. Be honest with each other about any deficiencies.
- Review scores, cautions, & send-off's. Compare and verify number(s) and time(s) of all goals scored. Ensure that players/numbers match. Avoid a player being cautioned twice in the same game without being sent off. **The entire referee crew is responsible for this!!** (

After the Game

- Return the game passes, if there is a send-off, please bring entire passes to referee tent. Make sure that the entire crew verifies team names and that the score is not flipped.
- Return to the referee tent to complete the necessary paperwork – The game isn't over until the paper work is done. **FILL OUT ALL PAPER WORK PROPERLY!**
- Return the following to Assignor or SYRA in the referee tent after the match:
 - The game card completed with correct score, cautions, and send-off's (all officials should verify the accuracy of the information and all should sign the game card on the 'Verification of Score' line).
 - Game ball(s).

- Player passes of sent off players and/or coaches.
- USSF Referee Supplementary Report(s) for send-off & severe injuries.
- All referee crewmembers should check the paper work to ensure accuracy. The Game Card and team rosters are turned in at the referee tent. **ALL MUST SIGN THE REFEREE'S GAME CARD.**
- Confer with your entire crew to establish a consensus on sportsmanship points.
 - In each category, each team starts with the middle rating and you should (adjust up or down from that point. Details are on the report form.

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Game Day Checklist

GAME TIME: _____

At least 60 minutes before game time

Complete crew check in together at referee tent

60---30 minutes before game time

Conduct pregame conference

Leave referee tent for field

30-10 minutes before game time

Complete crew arrive at field in uniform

Inspect field

Check players in

Verify no more than 18 players marked as "Game Active" on team roster (all ages)

Cross-reference player pass and jersey number against team roster

Inspect players' equipment

Verify no more than 18 players dressed in uniform

Verify no more than 4 non --- active players, **who must be out of uniform**

Verify no more than 4 bench personnel in the technical area

--- All bench personnel must have "Bench Pass" credentials or passes

7 minutes before game time

- Conduct coin-flip with team captains

3 minutes before game time

- International entry

0 minutes before game time

- Kick off ON TIME! No exceptions!

Half-time

- Discuss first half/ adjust accordingly

Post-Game

- Return to referee tent
- Complete game card
- All crew members verify correct info & sign
- Complete supplemental report for send-offs & severe injuries
- Turn in game card, team rosters, & supplemental reports
- Conduct post-game debrief with complete crew and SYRA if required

FOLLOW THIS CHECKLIST AND YOU SHOULD DO VERY WELL.