

Important Reminders for Hauppauge Soccer Referees

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Here are a few reminders to keep near and dear to your heart – an assorted bag of administrative and operational reminders for the upcoming season.

Remember that during the game, you as the referee are in control of the game. Keep control of it – use your whistle early and often. Coaches are responsible for the behavior of their sideline. If you have a problem with a spectator on the sideline, please advise the coach. The Hauppauge Soccer League will not tolerate abuse of referees by parents or coaches. Please report any problems that you may encounter immediately; my contact information is listed above.

Game Assignments:

To make my life and yours easier I will be communicating with you by email. On Sunday / Monday I will email you requesting referees for the next week. The email contains the date and times of the games. You are responsible to reply to my email, notifying me of which date and or times you are available. I will assign games on a first come / first serve basis. I will not acknowledge receipt of your email. ***Please do not believe that I will recognize our email address; no offense, but there are 144 referees, and I'm happy when I can remember my own. Please sign your emails.*** I will then assemble the schedules and email you with your assignments. If I do not email you back, then I DO NOT HAVE A GAME to give you – each week approximately 30 referees will be assigned a game. Please call or text me at (646) 739-3018 if you think that I may not be getting your emails. I am going to try my best to get work for everyone, but there is no guarantee that you will work every weekend – I need to “Share the wealth”.

If games are canceled, I will let you know via email – so please check it. Generally, the league makes the call to cancel games on THAT MORNING (early); when I find out, I will email you so please stay tuned to your email. The ONE EXCEPTION is for refs with 8:00am games on that game day – since I generally find out fairly close to the time you will be leaving your home, I will call you as well as email.

If you show up to a scheduled game and the teams did not, you still get paid. **If you show up to a game and the game was canceled, but you did not check your emails and showed up anyway – no pay.** Please stay on top of this and check your emails.

Referee Confirmation (and getting paid):

In order to better document that a referee officiated a particular game, the HSL board asked that a "sign off" sheet is instituted. Bring this sheet to each game and have it signed (**before the match**) by the two coaches. ***You will not be paid for any games that have not been signed off.*** If you failed to get your games signed off (you forgot, the dog ate the signoff sheet, etc), please call me *that evening*. ***Please do not call me if this is the fourth week in a row that you forgot your game confirmation sheet.*** It is your responsibility that the paper is signed prior to the match. This is true for Division 2, Division 3, Division 4 and Interleague games. Twice a year, email or fax me your confirmation sheets (Fax number is (646) 252-2009 – after week 5 and week 10 – I'll send a reminder; I will submit them to the club and you should get paid shortly thereafter.

Some Rule Differences by Division:

Division 2 (4-v-4) or (5-v-5) – 4 12 minute Quarters:

- In close to five minute intervals of a Division 2 game, the referee will blow the whistle at a natural stoppage (out of bounds, penalty, etc). The ref will call coaches for substitutions and stop the clock. Allow 10 to 20 seconds to sub, blow the whistle to restart play and restart the clock. Restart the play based upon the call (throw-in, goal kick, whatever). *If the coaches don't know about this @the start of the game, they know it now.*
- The Referees will only call the basic infractions (deliberate handball, pushing, etc.). All infractions will result in an indirect kick. EXPLAIN the call to the kids.
- No corner kicks will be called; any out of bounds along the goal line will result in a goal kick to the team defending the nearest goal.
- Throw-ins will be called liberally; don't look for perfection; just call it evenly. If you call a "foul throw", it's a do-over. Instruct the player on what they did wrong, and let them go again. If they do something like jump when they throw, throw one handed, run onto the field, etc, call it, tell them what's wrong and let them do-over.
- Division 2 parents are coming from an environment (Division 1) in which they (the parents) would just kick the ball back onto the field of play. The coaches should make sure that their parents understand that there is a sideline, and a restart will be done if the ball goes out of bounds.
- The goal box is an "end zone". Parents should not stand behind the goal during the game. The coaches need to police this; remind them of it.
- Any handling infraction by the goalie (carried the ball out of the goal box, put the ball down and picked it up, etc) should result in BLOWING THE WHISTLE, bringing the goalie back with the ball, the foul explained, and the goalie being given the opportunity to "redistribute" the ball.
- Unlike in the older divisions, coaches are allowed to coach from anywhere on or around the field of play. They should stay out of the players' (and each others) ways. **Only one coach per team is permitted on the field of play at one time.** Nobody should stand behind the goalie, although a coach may stand BY the goalie to help them.

Division 3 (6-v-6) – 4 12 minute Quarters :

- Loose interpretation of offside (call obvious goal-hanging, but little else).
- *Unlimited "Re-Do" on Throw-ins, obvious things must be "done over" (twisting, one-handed, foot / feet off the ground, etc). Less obvious things (both feet out of bounds, or on the line) might be "let go" (eventually, you've got to get the game on).*
- Goalie controls ball with the hands, releases ball to the ground, picks back up – normally would be an indirect kick against the keeper from the spot of the foul. Instead, will be a WHISTLE, explanation by the ref, ball back to the goalie to distribute. (This is a **learning** experience.)
- Unlimited substitutions on any stoppage (with and only with referee's approval).
- Handballs should only be called if the player intentionally plays the ball with his/her hand or arm. ***(Be consistent; it may be a good idea to share with the coaches "when" you will call a handball.)***

Division 4 (8-v-8) – 2 25 minute halves:

- Call offside – but not too closely.
- One "Re-Do" on Throw-ins, called by referee. If still fail the no good, it's a Foul Throw, ball to the other team. ***(Discuss with coaches before the game.)***
- Goalie controls ball with the hands, releases ball to the ground, picks back up *is* an indirect kick against the keeper from the spot of the foul.
- Unlimited substitutions on any stoppage (with and only with referee's approval).
- Handballs will only be called if the player intentionally plays the ball with his/her hand or arm. ***(Be consistent; it may be a good idea to share with the coaches "when" you will call a handball.)***

Interleague (U10-HS):

- Rules are same as "real soccer" except where noted, below.
- Length of games:
 - U-16 to HS DIV 2 x 35 minute halves
 - U-11 to U-12 2 x 30 minute halves
 - U-13 to U-15 2 x 35 minute halves
 - U-8 to U-10 2 x 25 minute halves
- Size of ball (supplied by the home team): U-8 to U-12 Size 4 ball; U-13+ Size 5 ball
- #/Players: U12 and older 11 v. 11; U11 9 v. 9; U8 - U10 7 v. 7
- If a team is short players, both teams must play with the same# on the field (except for a red carded player on a team with no substitutes).
- **Teams must be on opposite sides of the field (this is a Suffolk Interleague rule and is the coach's responsibility to adhere to).**
- Players may not wear anything that, in the opinion of the referee, may cause injury to themselves or to other players.
- All players must wear shin guards that are fully covered by socks.
- Players may not wear jewelry. Taped earrings are not acceptable. Hard clips or beads may not be worn in the hair.
- No player may play while wearing any type of cast, even if covered.
- Appropriate footwear must be worn. Soccer shoes, while recommended, are optional. Cleats deemed dangerous by the referee may not be worn.
- Goal Keepers may wear soft goalie helmets if they wish to (the style worn in Middle School).
- Unlimited substitutions on any stoppage (with and only with referee's approval).
- No Re-Do on Throw-ins.
- No sliding – first infraction is a caution (yellow), second is a red card. Exception is the goal keeper who may slide in the act of making a save.
- Game Stops on an injury; restart with a drop-ball. Team may substitute a player; if they do, the other team may also substitute.
- On a yellow card, the player must leave the field for 5 minutes (unless there are no subs).

- On a red card, the player is out for the remainder of the game and the next game. The player can be substituted for. You must report the player to your Referee Coordinator. You must get his or her information from the coach; if he or she refuses to provide you with the information, please report the team, age group, date and time to me.
- If there is only one referee, each team must supply a linesman. Referees should be at least three years older than the oldest player.
- Any cards must be reported to the Referee Coordinator immediately, along with the reason for the card. (*Dissent draws a team suspension and is an automatic yellow card.*) SSI has a zero tolerance policy for any type of dissent or abuse (physical or verbal) toward a referee.
- SSI vigorously enforces a five-goal differential. It's not the referee's place to police this, but if you want to kindly remind the coach, he or she may appreciate it. (Violations will be reported to both clubs' Interleague Coordinators and the SSI Coordinator.)

- **Interleague Check In Procedure**

- All teams participating in Suffolk Soccer Interleague scheduled scrimmages must present a roster and pictured LAMINATED picture player passes (from SSI through US Club Soccer) to the referee prior to the start of every scrimmage. (*THESE ARE NOT THE SAME AS LIJSL TRAVEL PASSES – do not allow a player with an LIJ pass to play the game.*) The referee will hold both until the end of the scrimmage at which time the passes and roster will be returned to the coach. ***You do not need to hold the pass of players receiving a Red Card.***

In the event of a player being carded, the referee must file an incident report to SSI within 48 hours of scrimmage completion. This report should list the player's name, pass #, age group, club name and team name. In the case of a coach being carded, all the information from the coach's card must be sent to SSI via an emailed incident report, again within 48 hours of the end of the scrimmage. Hopefully this will help SSI to better track all misconduct!

- **Absolutely no players or coaches are permitted to participate in any SSI scrimmage if they do not possess a pass card. NO EXCEPTIONS – NO EXCUSES.**
- ***Travel Players may NOT PLAY in Interleague games; if you see a Travel Pass, that player may not play in the game.***

Reminders from the Club:

- Before every game:
 - **IMPORTANT:** Check that goals are properly secured with sandbags (**do not allow a game to start with improperly secured goals**).
 - **IMPORTANT:** Check that all players have shin guards. Please make sure that the player is wearing **SOCKS OVER** the shin guards. If they put the socks **UNDER** the shin guards and pull them down over the shin guards, send the player off to change and put on his or her equipment properly. Also check that their uniforms are the outermost layer that they are wearing (no coat over the uniform, uniform must be over the coat).
 - **IMPORTANT:** **Meet with the coaches and discuss ground rules for substitutions, #/minutes per half or quarter, etc. Make sure that you do this before EVERY GAME.**
 - Especially when the colder weather comes around, kids will be wearing coats. That's fine, just make sure that their jersey is the outermost layer of clothing. The coat is fine, it just has to go under the uniform.
 - For Interleague (only) check in players with rosters and cards. **Travel Players MAY NOT play in Interleague games.** At the end of the games, give cards back to the coaches; give rosters to **OPPOSING** coaches.

- **BTFW – Blow the Whistle!**

I cannot tell you how often Hauppauge Soccer Coaches and Board Members get on my case about this one. Their complaint is that enough referees don't take command of the game and blow the whistle loudly. You are encouraged to do so by me and the Executive Board of the Hauppauge Soccer League!

Take control of the game – don't be afraid to make the call and blow the whistle. If you saw it a certain way, then that's what it is. If you see a foul and don't think that it should be called, you can say "Play On"; this way you've acknowledged that you didn't miss it, you just did not think that it should have been called.

- **Don't Just Stand There!**

You probably don't like it when you're playing soccer and you have a referee that doesn't move more than 10 feet from the center spot and calls offsides from 50 yards away. My hint – don't be that ref; MOVE.

Also, if there are two refs – one should take one half and one should take the other (each running from the halfway line to one goal line along the touchline). You should NOT be standing ten feet from one another, discussing some cute kid in class.

- The referees can be among the best teachers of the game for these youngsters – especially regarding the laws of the game. Explain your calls to the players so that they understand why the whistle was blown. Taking a moment will help them in the long run.
- Many coaches are fairly confused about offside rules. Deal with that as a part of the makeup of the universe. A play is offside when you say it is. Period.
- When in doubt, make it an indirect kick.
- When *really* in doubt, make it a drop-ball.
- ***No matter what they claim***, the coaches are responsible for the conduct of their sideline. If you are having a problem with a spectator, bring it to the coach's attention. If the coach refuses to address the problem, then it's as bad as if they are giving a problem themselves, and they will get a call from the league.
- **Referee Pay Scale:**
 - D2 (\$10 / game)
 - D3 (\$15 / game)
 - D4 (\$16 / game)
 - Interleague U10/U11 (\$18 / game)
 - Interleague U12/U13 (\$20 / game)
 - Interleague U14/U15 (\$25 / game)
 - Interleague HS – U16/U17/U18 (\$30 / game)
 - AR for any Interleague game (\$27 / game)

+ \$5 / game for every game you ref alone (automatic for D2)