

June 13-17, 2025

Referee Handbook

(last updated 6/4/2025)

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Midwest Presidents Cup Referee Staff



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Referee Coach

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Tony Crush, Assistant Administrator

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Tim "Casper" Deters, Referee Coaching Coordinator

Referee Coach; Former National Coach; Former National Referee

Lead Referee Administrator, Midwest Conference & Great Lakes Conference

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Jason Francois, Assistant Administrator

Referee Coach; Nebraska Youth Soccer League Staff

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Anthony Gardner, Logistics Coordinator

Referee Mentor; SYRA & Director of Instruction, MO

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Email: t.gardner2011@comcast.net



Sue Grobbel, Referee Coordinator

Referee Mentor; Director of Assignment, MI

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Email: suegrobbel@earthlink.net

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Midwest Presidents Cup Event Staff & Very Important People



Patrick Hodgins – Program Manager, Midwest Presidents Cup Floater, LOC, complex and referee liaison, contingency planning



Will Maffit – USYS National Presidents Cup Committee Chair



Mike Wilson – Staff, Midwest Presidents Cup *Field Management*



George Perry – Staff, Midwest Presidents Cup College Coach Coordinator and Field Management



Kelly Jenkins – Staff, Midwest Presidents Cup



Polly Dean – Staff, Midwest Presidents Cup



Will Martell – Member & Event Administration, MO Youth Soccer



Nik Bushell –Executive Director, MO Youth Soccer

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U.S. Soccer Appointed Educators



Lucila VenegasNational Coach
U.S. Soccer Referee Program



Hido TicaNational Coach
U.S. Soccer Referee Program

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Referee Coaches & Mentors

(last updated xx/xx/xxxx)

NATIONAL REFEREE COACHES (NRC)

REFEREE COACHES/MENTORS

Referees

(last updated xx/xx/xxxx)

REFEREES

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Schedule (Thursday - Saturday)

Subject to change

Thursday, - June 12, 2025

3:30pm - 5:30pm	Check-in	Westport Plaza Chalet Front Desk
6:30pm - 7:00pm	First Year Referee Meeting (new to this event)	Westport Plaza Chalet (Zurich)
7:15pm - 8:45pm	Welcome Meeting & U.S. Soccer Instruction	Westport Plaza Chalet (Zurich)
9:00pm - 9:30pm	Mandatory Mentor/Referee-Coach Meeting (Deters)	Westport Plaza Chalet (Alpine 1)

Friday - June 13, 2025

5:30am - 6:50am	Hot Buffet Breakfast	Westport Plaza Chalet (Zurich Ballroom)
7:00am	Check-in deadline for 8:00am games	Referee Tent
8:00am - 6:00pm	Day 1 – Preliminary Round Games	Creve Couer & Lou Fusz & SportPort
11:30am - 2:00pm	Lunch	Referee Tent
6:45pm – 8:15pm	Dinner	Westport Plaza Chalet (Zurich)
8:30pm - 9:15pm	Mandatory Mentor/Referee-Coach Meeting (Deters)	Westport Plaza Chalet (Alpine 1)
8:30pm – 9:15pm	U.S. Soccer Video Analysis (optional)	Westport Plaza Chalet (Zurich)
9:15pm	Day 2 Assignments Published	Squadi

Saturday - June 14, 2025

5:30am - 6:50am	Hot Buffet Breakfast	Westport Plaza Chalet (Zurich Ballroom)
7:00am	Check-in deadline for 8:00am games	Referee Tent
8:00am - 6:00pm	Day 1 – Preliminary Round Games	Creve Couer & Lou Fusz & SportPort
11:30am - 2:00pm	Lunch	Referee Tent
6:45pm - 8:15pm	Dinner	Westport Plaza Chalet (Zurich)
8:30pm - 9:15pm	Mandatory Mentor/Referee-Coach Meeting (Deters)	Westport Plaza Chalet (Alpine 1)
8:30pm - 9:15pm	U.S. Soccer Video Analysis (optional)	Westport Plaza Chalet (Zurich)
9:15pm	Day 2 Assignments Published	Squadi

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Schedule (Sunday - Tuesday)

Subject to change

Sunday, June 15, 2025

5:30am - 6:50am	Hot Buffet Breakfast	Westport Plaza Chalet (Zurich)
7:00am	Check-in deadline for 8:00am games	Referee Tent
8:00am - 6:00pm	Day 1 – Preliminary Round Games	Creve Couer & Lou Fusz & SportPort
11:30am - 2:00pm	Lunch	Referee Tent
6:45pm – 7:15pm	Mandatory Mentor/Referee-Coach Meeting (Deters)	Westport Plaza Chalet (Alpine 1)
7:30pm	State Delegation Dinners	

Monday, June 16, 2025

11011day) june 10, 2020	-	·
6:30am - 8:30am	Hot Buffet Breakfast	Westport Plaza Chalet (Zurich)
8:00am	Check-in deadline for 9:00am games	Referee Tent
9:00am – 3:50pm Semi-Final Games		Creve Couer & Lou Fusz & SportPort
11:30am – 2:00pm Lunch		Referee Tent
12:30pm - 2:00pm	U.S. Soccer Video Analysis	Westport Plaza Chalet (Alpine 1)
2:30pm - 4:00pm	U.S. Soccer Field Session	Creve Couer
6:00pm - 9:00pm	Dinner & Finals and National Selections Announced	Westport Plaza Chalet (Zurich)

Tuesday. June 17, 2025

Tuesday, june 17, 2020		
6:30am - 8:30am ??	Hot Buffet Breakfast	Westport Plaza Chalet (Zurich)
8:00am	Check-in deadline for 9:00am games	Creve Couer & Lou Fusz & SportPort
8:00am - 11:00am	Check-out	Westport Plaza Chalet Front Desk
	Lunch (on your own)	

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Referee Housing at Sheraton Westport Chalet Hotel St. Louis

Referee Housing

Referees, assessors, and mentors will be housed in the Sheraton Westport Chalet Hotel St. Louis All check-in's will take place at the normal guest check-in desk. All rooms have been pre-assigned, and for safety, rooming changes unauthorized by the event staff are prohibited. Individuals will be held financially responsible for any damage to rooms caused by vandalism or irresponsible behavior.

Sheraton Westport Chalet Hotel St. Louis 191 W Port Plaza Dr, St. Louis, MO 63146 (314) 878-1500

Internet Access

WiFi access is available at no charge by the hotel.

Laundry Facilities

Because the hotel does not have guest laundry facilities, we have included the names of a few local coin laundry facilities for your reference:

Duds 'n Suds

1922 McKelvey Rd Maryland Heights, MO 63043 (314) 434-3855 7AM-9PM (7 days a week) ~6 min drive from hotel

Wash-O-Mat Self Services Ldry

11076 Midland Blvd St. Louis, MO 63114 (314) 428-0231 7:30AM-8:30PM (M-F) 7AM-8:30PM (Sat & Sun) ~8 min drive from hotel

J5 Coin Laundry

12529 Bennington Pl St. Louis, MO 63146 (636) 487-2234 6AM-12AM (7 days a week) ~5 min drive from hotel

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Check-In / Check-Out

While early check in may be possible, check-in is scheduled to be from 3:30pm – 5:30pm (CDT). It is preferred that roommates check-in together. During check-in, one person per room will be required to produce a credit/debit card that will be run for \$300 (\$50/night) for incidentals. No changes to room assignments will be allowed.

Restrooms

There will be a bank of port-a-potties near the referee tent for use by referees only.

Transportation

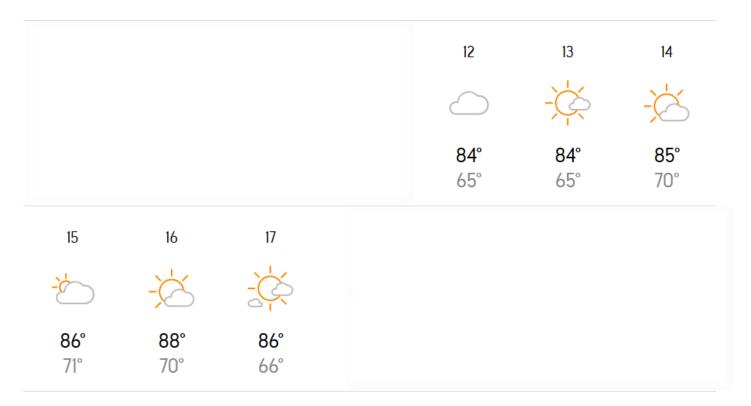
Referees need to coordinate transportation throughout the event with their state association.

Water Bottles

We strongly recommend you bring a reusable water bottle. There are no known plans to gift water bottles for referees this year. Water will be available in the referee tent. However, please arrive with a full bottle (fill it up in the bathtub).

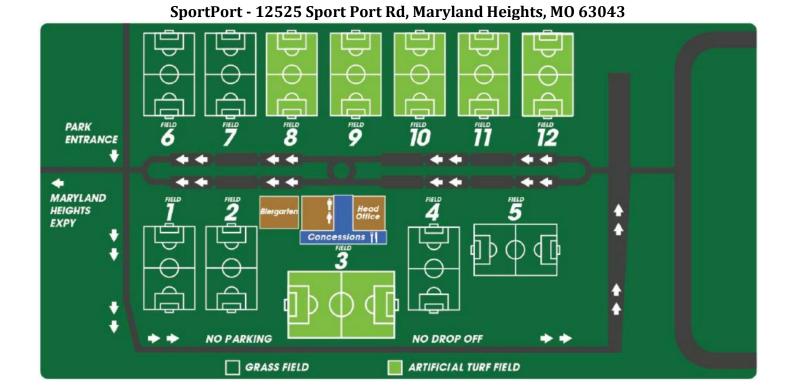
Weather Forecast

(updated on 6-4-2025)



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Duration of the Match, Half-Time, and Extra Time

	Periods of Play	Half-Time Interval	Extra Time Periods (semis & finals only)
13U - 14U	2 X 35 minutes	10 minutes	2 X 10 minutes
15U - 16U	2 X 40 minutes	10 minutes	2 X 15 minutes
17U - 19U	2 X 45 minutes	10 minutes	2 X 15 minutes

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RULE 101 SCOPE

The US Youth Soccer National Presidents Cup Competition Rules provided herein apply to the US Youth Soccer National Presidents Cup Regional and National levels of competition. Except as otherwise provided herein, IFAB Laws of the Game as modified by US Youth Soccer shall apply.

RULE 102 ADMINISTRATION

Section 1 There shall be a National Presidents Cup Committee. The Committee is responsible for the entire administration of the National Presidents Cup competitions, subject to review by the Board of Directors.

Section 2 The National Presidents Cup Committee reserves the right to make all decisions concerning the National Presidents Cup competitions, keeping in mind the safety and welfare of the players, coaches, referees, administrators, and spectators as well as the best interests of US Youth Soccer and the US Youth Soccer National Presidents Cup.

Section 3 The event Presidents Cup Committee shall determine any matter not provided for in the US Youth Soccer National Presidents Cup competitions and has the authority to modify any rules, protocols or guidelines as deemed necessary in order to ensure the safe and orderly progression of the competition. Any such decision of the event Presidents Cup Committee is final and not subject to appeal.

RULE 103 CONCUSSION PROTOCOL

All US Youth Soccer concussion procedures and protocols, as well as any state or local laws regarding concussions, shall be adhered to.

RULE 104 ADDITIONAL ROSTERED PLAYERS

A limited number of additional players may be added to the roster of teams advancing to the National Presidents Cup Regional and National levels of competition. See Rule 301 for Additional Rostered Player requirements.

RULE 105 PLAYER PARTICIPATION

A player may be rostered to only one team at each level of the National Presidents Cup competitions during a seasonal year. See Rule 302 for player eligibility requirements.

RULE 106 TEAM PARTICIPATION

Depending on a team's league participation, it may subject to eligibility constraints for the regional or national Presidents Cup competition. See Rule 303 for team eligibility requirements.

RULE 107 MATCH MANIPULATION

Teams failing to compete in the spirit of the competition or are involved in the manipulation of a match result are subject to forfeiture and disqualification from all levels of the National Presidents Cup competitions.

- If failing to compete is observed and confirmed, the competition authority representative will give notice to the offending team or teams.
- If corrective action is not taken, the team or teams will be subject to disqualification.

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RULE 201 DISCIPLINE

Section 1 Players ejected or team officials dismissed from a match shall be automatically suspended for the next match. No substitution shall be permitted for a player who has been sent off during a match. The event Presidents Cup Committee will review all such dismissals and may impose additional penalties, suspensions or other punishment depending on the circumstances and severity of the infraction.

Section 2 Players ejected from a match may continue to sit in the technical/bench area unless removed by the referee for inappropriate behavior after they have been ejected.

Section 3 If a player is removed from the technical/bench area they must be accompanied by a credentialed team official. An event Presidents Cup Committee member, Competition Official or Team/State Representative will escort the player and team official to a waiting area.

Section 4 Players who are serving a disciplinary suspension may sit on the team bench while dressed in street clothes and will be held responsible for their actions the same as any other participant. If additional disciplinary situations occur in which a suspended player is involved, the event Presidents Cup Committee will impose additional penalties, suspensions or other punishment to be served either during the event or the following season of play.

Section 5 Any team official dismissed must leave the vicinity of the field before the match will be restarted. The team official may not have any contact with the team until the referees have left the field after the match.

Section 6 Team officials serving a disciplinary suspension may attend team activities during the suspension as a spectator only. No communication with players or team management is permitted during the suspension. A dismissed team official that is rostered to more than one team in the competition shall serve their suspension during scheduled match(es) of the team with which the ejection occurred. Any violations will result in additional sanctions being imposed by the event Presidents Cup Committee, including but not limited to, additional suspensions and/or recommendations to the State Association.

Section 7 If a player or team official is dismissed from their team's last match, the event Presidents Cup Committee will impose sanctions to be served at the next level of National Presidents Cup competitions or during the following season of play.

Section 8 Players or team officials that have displayed activities in violation of the competition's Code of Conduct, any US Youth Soccer rule or policy and/or local ordinances or laws (including, but not limited to, theft or willful destruction of property) may be denied participation for the duration of the competition.

Section 9 Any player or team official who refuses the referee's request for their name, or gives a false name, while the referee is gathering data to report an infringement of the Laws of the Game, shall have a minimum of one (1) match added to the suspension that would normally be levied by the event Presidents Cup Committee.

RULE 202 MEMBER PASSES

All rostered players and team officials must possess a printed, current and valid US Youth Soccer member pass with a recent face on, passport style photograph. Member passes may be verified against the official event roster before the start of the competition. At each match, member passes must be provided to the referee. If unusual, extenuating or other circumstances exist, electronic member passes may be utilized if approved by the Chair of the event Presidents Cup Committee or a designee. Printed member passes should be provided as soon as practical.

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RULE 203 DURATION OF MATCHES

Age Group	Age Group Game Length		Overtime Periods
12U*	Two 30-minute halves	10 minutes	Two 10-minute periods
13U	Two 35-minute halves	10 minutes	Two 10-minute periods
14U	Two 35-minute halves	10 minutes	Two 10-minute periods
15U	Two 40-minute halves	10 minutes	Two 15-minute periods
16U	Two 40-minute halves	10 minutes	Two 15-minute periods
17U	Two 45-minute halves	10 minutes	Two 15-minute periods
18U	Two 45-minute halves	10 minutes	Two 15-minute periods
19U	Two 45-minute halves	10 minutes	Two 15-minute periods

^{*} Competitions may be organized for qualifying players in the 12U age group for both boys and girls as defined by Rule 104 of the US Youth Soccer Policy on Players and Playing Rules and will conclude at the Regional Presidents Cup level.

RULE 204 KNOCKOUT ROUND MATCHES

Section 1 Ties at the end of regulation time in semifinal or final matches will be determined first by the completion of two (2) equal overtime periods as outlined in Rule 203. There is no "Golden Goal" in any overtime period. If a match remains tied at the conclusion of both overtime periods the winner will be determined by Kicks from the Penalty Mark utilizing the players on the field at the conclusion of the second overtime period.

Section 2 If the score of a third-place match (if played) is tied at the end of regulation time, no overtime periods will be contested, and the winner will be determined by Kicks from the Penalty Mark.

RULE 205 SUBSTITUTIONS

Substitutions shall be unlimited and can be made in accordance with IFAB Laws of the game, with the consent of the referee, during any stoppage of play. Substitutes must be waiting at the half line when the referee calls for the substitution. Substituted players must leave the field of play at the half line near their team bench.

RULE 206 MATCH BALLS

The event Presidents Cup Committee will supply match balls. In the unlikely event that match balls cannot be provided, the referee will make a choice from balls offered by both teams. 12U matches will be played with a size 4 ball. All other matches will be played with a size 5 ball.

RULE 207 FORFEITS

Section 1 During group play, a team must forfeit any match where they fall below the required minimum number of players; seven (7) for 13U through 19U teams and six (6) for 12U teams. Subsequent matches will not be automatically forfeited.

Section 2 A team forfeiting a match for any other reason will result in all of their group matches being declared a forfeit.

Section 3 Forfeited matches will be reported as a 4-0 loss for scoring purposes. In circumstances where forfeited matches are involved in the determination of team advancement (i.e. tie breakers), all tie breaking criteria involving goal differential or fewest goals allowed will be determined on a per match average, rounded to the nearest whole number, excluding the results of the forfeited match.

Section 4 During knockout rounds, a team forfeiting a match will result in the opponent advancing.

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RULE 208 SCORING METHOD

Ties at the end of regulation time in group play will stand. Team standings are determined by the accumulation of points in qualifying matches. Teams earn points as follows: Three (3) points for a win (including forfeits, which are considered a 4-0 win), one (1) point for a tie and zero (0) points for a loss.

RULE 209 TIE BREAKERS

Section 1 (Used when all teams played the same number of group matches)

In the event teams are tied based on points earned, each team's placement will be determined in accordance with the following sequential criteria:

- 1. Winner in head-to-head competition. (This criterion is not used if more than two teams are tied).
- 2. Winner of most games. The team with the most wins advances.
- 3. Highest goal difference (goals scored minus goals against) with a maximum differential of four (4) goals difference per match.
- 4. Fewest goals allowed. The team with the fewest total goals allowed advances.
- 5. Kicks from the Penalty Mark.
- If, in the opinion of the event Presidents Cup Committee, additional steps are required to ensure the safe conclusion of the competition are needed, those decisions will be communicated to all affected teams before they are implemented.

Note: If more than two (2) teams are tied, the sequence above will be followed until a team is eliminated/advanced. The remaining teams will then restart the sequence at tiebreaker criteria 2 above until the tie is broken. In a situation where three teams remain tied, a draw between tied teams will be conducted by the event Presidents Cup Committee to determine an order of contest between tied teams. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first round of Kicks from the Penalty Mark. The winner of the first contest will then compete against the bye team in Kicks from the Penalty Mark to determine the team that advances. The bye team will be the home team.

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Section 2 (Used when teams played a different number of group matches due to an odd number bracket)
At the conclusion of group play in 7 and 11 team brackets, for teams that played two (2) group matches, the average number of points earned from those two (2) matches will be added to their point total for purposes of determining advancement. A tie or ties could result when determining teams that will advance to the semifinal round. In such cases, ties will be broken via Kicks from the Penalty Mark procedure below.

If Kicks from the Penalty Mark are necessary to determine advancement, eleven (11) players on the event roster will be selected by a credentialed team official to participate, and a referee will be assigned to break the tie on a field assigned by the event Presidents Cup Committee. Players ejected in their last group match in a regional or national Presidents Cup competition are not eligible to participate in Kicks from the Penalty Mark.

- A. In a situation where two (2) teams are tied, Kicks from the Penalty Mark will be utilized to determine the team that advances.
- B. In a situation where three (3) teams are tied, a draw between tied teams will be conducted by the event Presidents Cup Committee to determine an order of contest between tied teams. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first round of Kicks from the Penalty Mark. The winner of the first contest will then compete against the bye team in Kicks from the Penalty Mark to determine the team that advances. The bye team will be the home team.
- C. In a situation where four (4) teams are tied, a draw between tied teams will be conducted by the event Presidents Cup Committee to determine an order of contest.
 - The first two (2) teams drawn will contest Kicks from the Penalty Mark, with the team drawn first being designated the home team, to determine one team that will compete in a final round.
 - 2) The remaining two (2) teams drawn will also contest Kicks from the Penalty Mark, with the team drawn third being designated the home team to determine the second team that will compete in a final round.
 - 3) The winner of the first contest above will then compete against the winner of the second contest above in Kicks from the Penalty Mark to determine the team that advances. The team from Section 2 Paragraph C Point 1 will be designated the home team

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RULE 210 UNIFORMS

Section 1 Each team must have two (2) uniform sets (one light color and one dark color) and 2 different color sock sets at **each match** during the competition. Generally accepted light colors include, but are not limited to, white, light grey, sand, sky blue, yellow, gold, pink, and light green. Generally accepted dark colors include, but are not limited to, black, dark grey, dark brown, navy blue, red, maroon, dark green and deep purple.

- The home team (listed first in the schedule) is required to wear their light color jersey.
- The away team (listed second in the schedule) is required to wear their dark color jersey.
- Matching shorts are not required. The same color shorts can be utilized for both uniforms.
- Teams are required to wear contrasting color socks.

Section 2 In the event of a sock color conflict, the home team must change. If, in the opinion of the referee, there is a jersey color conflict, the team causing the conflict must change. The referee's decision is final. Any failure to comply may result in the team forfeiting the match. See Rule 207, Section 2. **Reminder, teams are required to bring both color uniforms and socks to all matches**.

Section 3 Any material on or covering player socks must be the same color as the part of the sock it covers (this applies to all materials and not just tape). Undershorts and/or tights must be the same color as either the main color of the shorts or the lowest edge/bottom (hem) and all members of the team must wear the same color. Enforcement is at the discretion of the referee.

Section 4 Uniforms numbers must be a minimum of six (6) inches in size. Each field player must have a number permanently affixed to the back of their jersey which must be clearly visible. Duplicate and/or taped numbers are not permitted. Goalkeepers must wear colors that distinguish them from other players and referees. Numbered jerseys for goalkeepers are optional; however, are recommended. It is suggested that teams utilizing multiple goalkeepers have numbered jerseys.

RULE 211 MARKINGS AND LOGOS

Section 1 At every level of the National Presidents Cup competitions, a player or team official intending to participate in a match or associated activity may only have on the outerwear of the player or team official a name, logo, or other identifying mark of a youth soccer organization that is US Youth Soccer, a State Association or other member of US Youth Soccer, a member of a State Association, or an organization that is a member of an organization that is a member of a State Association. A name, logo, or other identifying mark of any other youth soccer organization must be removed, replaced, or covered before the player or team official may continue to remain at the match field for the match or associated activity.

Section 2 If a player or team official chooses to not remove a name, logo, or other identifying mark of any other youth soccer organization, it must be completely covered by another patch that is sewn on. **Covering non-complaint marks with tape is not permitted**.

Section 3 A player or team official may have a mark and/or name on their clothing if it is related to an item or service that is appropriate for youth. Any inappropriate mark or name on a team member's uniform must be removed, replaced, or **permanently** covered (tape is not permitted) before the player or team official may participate. An example of inappropriate mark or name would be, but is not limited to, tobacco products or alcoholic beverages. If there is any question about a logo, marking or sponsor, it is **strongly** suggested that you inquire well in advance of the start of the competition in order to avoid an issue at the match field.

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RULE 212 GRACE PERIOD

Teams are required to be at the match field a minimum of 15 minutes prior to the scheduled start time. A minimum of seven (7) players constitutes a team. Teams not ready to play at the scheduled start time of any match shall be granted a 10-minute grace period. The match may be forfeited if a team is not at the match field and prepared to play after the grace period expires. All situations in which a team is not ready to play will be assessed by the event Presidents Cup Committee. If unusual or extenuating circumstances exist, the grace period may be extended before declaring the match a forfeit.

RULE 213 TECHNICAL/BENCH AREA

Players and team officials will be located in the technical/bench area on one side of the field. A maximum of four (4) team officials (i.e., coach, assistant coach, manager, or trainer) may be in the technical/bench area. Team officials must wear the Bench Pass provided by the event Presidents Cup Committee around their neck to be permitted on the team sideline. No coaching is allowed from other than the technical/bench area.

RULE 214 TEAM OR CLUB TRAINERS

A team may use their own Athletic Trainer as one of their four (4) credentialed team officials. The competition Athletic Trainers are primary to any team or club trainers, who are deemed secondary.

RULE 215 SPECTATORS

- a) Spectators (parents, relatives and/or other individuals) who may be reasonably construed as being associated with a team are subject to the jurisdiction and authority of US Youth Soccer and the event Presidents Cup Committee. The actions of these individuals are the responsibility of the credentialed team officials appearing on the roster.
- b) The spectator area is located on the opposite side of the field from the technical/bench area. No spectators are permitted anywhere behind the goal line during a match. The spectator area is behind the line marked 3-yards beyond the touchline and extends from a point 3-yards from the center line down to the corner flag. Spectators must remain in this area, in the half of the field directly across from their team's bench, subject to the following exception.
- c) It is expected that respect for the game and players will prevail if a **limited number** of spectators wish to **quietly** observe the match in the **far end** of the opposing spectator section (for example, the Goalkeeper's family). In the event of disruptive behavior by these spectators, a competition official may require them to return to their designated area and restrict any further sideline movement of spectators.
- d) Technical instruction from any part of the spectator area, or provocative or unsportsmanlike behavior by any spectator may result in their removal from the complex. Any spectator asked to leave by a competition official must immediately depart the field area and remain out of sight and sound of the match until the teams have departed the field of play and are no longer the responsibility of the referee.
- e) Whistles, air horns, megaphones, artificial noisemakers and/or similar devices are prohibited at all National Presidents Cup competitions. Air horns are for use solely by competition officials to signal when fields must be cleared due to inclement or dangerous weather conditions.

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Notes on Playing Rules

Red Cards

- Referees do not determine the length of suspension for a player or coach and must not speculate.
- If asked by any team personnel how long a suspension will be, referees should indicate that determination will be made by the USYS Midwest Presidents Cup Committee.

Official Game

- Referees do not determine whether or not a game will be replayed or forfeited.
- If asked by any team personnel if a game will be replayed or forfeited, referees should indicate that determination will be made by the USYS Midwest Presidents Cup Committee.

Grace Period

- Referees do not determine whether or not a game will be forfeited.
- If a team does not have the minimum number to start the game, the referee should immediately contact the field marshal to notify the Regional Referee Administrator or the USYS Midwest Presidents Cup Program Manager, who will report to the field to administer the situation.

Substitutions

- Substitutions shall be unlimited and can be made in accordance with IFAB Laws of the game, with the consent of the referee, during any stoppage of play.
- Substitutes must be waiting at the halfway line when the referee calls for the substitution. Substituted players must leave the field of play at the halfway line near their team bench.

Uniform

- Referees do not determine whether or not a game will be forfeited.
- No taped or altered numbers will be allowed.
- If a team has an apparent uniform violation, the referee should immediately contact the field marshal to notify the Midwest Referee Staff or the USYS Midwest Presidents Cup Program Manager, who will report to the field to administer the situation.

Ball

• Referees are reminded that Nike is the "Official Supplier" of US Youth Soccer, therefore, it is preferred that Nike game balls be utilized if using a team-supplied ball.

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Referee Policies & Procedures

Clinics & Meetings

- Please be early to clinics and meetings, as we will try to start all events on time.
- Be sure to silence cell phones (leave on for learning activities) texting during meetings is not permitted.
- Be sure to bring a notebook and pen(cil) to all meetings. If you bring a laptop or tablet, turn off your WIFI during the meeting.

Referee Uniforms

- The Official U.S. Soccer Federation Uniforms (see picture on next page) shall be worn for the Midwest Presidents Cup. The assigned referee shall determine the color, style (long or short).
- Referees shall wear the U.S. Soccer Federation Referee Program 2-stripe socks.

Housing

- Be respectful of the property and leave your room and the grounds in better condition than you found it.
- Individuals will be held financially responsible for any damage to rooms caused by vandalism or irresponsible behavior.

Illegal Activities

- Illegal drug use will not be tolerated and offenders will be removed from their matches and sent home. Local law enforcement authorities may also be consulted.
- Underage drinking will not be tolerated and offenders will be removed from their matches and sent home. Local law enforcement authorities may also be consulted.
- Illegal activities, including the purchase of alcohol for minors, reports of sexual harassment or assault, and/or destruction of property will not be tolerated. Offenders will be removed from their matches and sent home. Local law enforcement authorities may also be consulted.

Transportation

- Referees assigned to remote fields may be transported if resources allow. All others should walk as a crew. When returning to the tent, the referee coach should also walk with the crew.
- Referees shall not drive golf carts. Referees are also not allowed to take a bicycle, even if it is not being used.

Being a Spectator

- When watching games, you are expected to be completely out of uniform and unidentifiable as a referee.
- Nike is the "Official Supplier" of US Youth Soccer (effective 1/1/13). If you already own Nike gear, please bring it and wear it. You are not required to purchase any new gear, however, for this event.
- Watch where you sit and what you say.

Other Things to Remember...

- You are representing your State, the USYS Midwest Presidents Cup, US Youth Soccer, and U.S. Soccer.
- Be on your best professional behavior in public. You are *always* being observed.
- Never talk negative about other officials.
- If you are over 21 and choose to drink, drink responsibly and in moderation consumption of alcohol can cause dehydration and referees who are unable to adequately perform as the result of overconsumption may be removed from their matches.
- Don't be jealous of a good break for another referee. Be supportive, your turn may be next.
- Meet as many fellow referees from other states as possible.

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- Do not talk to anyone other than the USYS Midwest Referee Staff, USYS Midwest Presidents Cup Committee, your crew members, and your referee coach or mentor about any controversial match decisions.
- Do not discuss such controversial match decisions with referee coaches/mentors and administrators from other states, state presidents and state reps, coaches, managers, players, or the media.
- Media requests should be directed to the USYS Midwest Referee Staff or USYS Midwest Presidents Cup Committee, a simple "no comment" reply will suffice.
- Avoid comments on social media that discuss match information (e.g., I sent off a problem child today). Keep all social media comments positive and general (e.g., Honored to have officiated the U17 match today at the USYS Midwest Presidents Cup.) Any social media posts should be <u>after</u> a match, not before.

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UNIFORM: Always make sure your uniform is clean, neat, and professional in appearance.



ALTERNATIVE UNIFORMS

The following shirts have been approved by the Federation as alternatives that can be worn in case of color conflict. There is no order of preference among the alternate jerseys. The other parts of the referee uniform (shorts, socks, shoes) do not change if the referee wears an alternate shirt.







OFFICIAL TECHNICAL PARTNER OF U.S. SOCCER | OFFICIAL SPORTS.COM

Official Sports International is the official supplier of referee uniforms to U.S. Soccer.

Only manufacturer's logos and U.S. Soccer approved badges and/or emblems may be visible on the referee uniform.

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Match Protocol

Prior to the Match

- Check in at the referee tent at least 1-hour prior to game time. If you have not checked in 1-hour prior to game time, site coordinators may replace you.
- Pick up the game report and game ball(s) at the referee tent.
 - After checking-in but prior to leaving for the field, the fourth official will go to the field and find out what colors each team (and goalkeepers) are planning to wear.
 - o Before the crew leaves for the field, they must inform the tent staff of their jersey color so that if someone needs to be replaced due to injury, their replacement can arrive ready.
 - o Travel to fields in appropriate attire, such as referee uniform, polo shirt, Nike or Official Sports warm-ups, and appropriate shoes. Look professional!
- Arrive at your assigned field at least 30 minutes prior to game time to check-in teams, inspect the field, meet the field marshal, etc.
- Take all of the items (e.g., cards, pencils/pens, water bottles) to the field. **DO NOT** ask a field marshal to request someone bring you forgotten items. We recommend that <u>only the 4th</u> official take their phone with them to the field and use it only to call USYS Midwest Referee Staff or the USYS Midwest Presidents Cup Committee.

Technical Area

- Each team can have a **maximum of four (4) bench personnel** (coaches, managers, assistant coaches, trainers, etc.) in the team bench area. Absolutely no more than four (4) are permitted, even with proper passes and credentials.
 - o All bench personnel must have a valid US Youth Soccer pass.
 - All bench personnel must also have "bench pass" credentials.
 - If there is a question as to if an individual in question is an approved coach, manager or trainer for that team, do not cause a confrontation. Consult with the field marshal and ask a member of the USYS Midwest Presidents Cup Staff to be called to determine if that coach or manager is approved to be on the team bench.
- Credentialed committee members and credentialed US Youth Soccer staff personnel are also permitted in the technical area.

Pre-Game Duties

Conduct your pre-game activities together as a crew: check-in the teams together, meet the coaches together, meet the referee mentor together, warm-up together, etc.

- 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 and nets. ARs pay particular attention to your touchline, background across the field, bumps, and distance to fans, coaches, teams, etc.

Team Check-in Procedure

- As a crew, introduce yourselves to the coaches and ask when it is convenient to check-in the players. Do not demand that the team stop their warmup so you can check in players.
- Pay particular attention to the size of the shin guards, jewelry, and jersey colors worn by the goalkeepers (goalkeepers do not need to have numbers).
- With the coach, review the following:
 - Where substitutes will warm up and what they will wear in order to be distinct from the field players.

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- How substitutions will be handled.
- Who will enter the field to check on players in case of injury?
- Check off each player on the team roster (all ages) as you check his/her equipment and player pass. Place a check mark by the player's name <u>and</u> verify the player's number as seen on player's jersey.
 - The official game report will have a team roster, with up to 22 players, printed for both teams.
 - O Prior to the game each team's coach shall check the "game active" players on the roster to identify those players who ARE eligible in order to reduce the roster down to total of 18 "game active" players. Ineligible players sitting out due to a red card and/or head injury will already have a line across their name reflecting that they are ineligible.
- While checking-in players, verify that their:
 - face matches their player pass
 - o name is on the roster as "game active"
 - o jersey number is accurately listed on the roster (if not, change it).

Also verify that there are <u>not any duplicate jersey numbers</u>. Remember, goalkeepers do not have to have numbers, but when they're not the goalkeeper, their field jersey requires one.

- Because substitutions are unlimited in all age groups, the fourth will retain all passes (including those belonging to the substitutes and team officials) throughout the entire match.
- Substitutions shall be unlimited and can be made in accordance with IFAB Laws of the game, with the consent of the referee, during any stoppage of play. Substitutes must be waiting at the halfway line when the referee calls for the substitution. Substituted players must leave the field of play at the halfway line near their team bench.
- Do not leave the field without returning pass cards. It is recommended that you tell the coach/team manager how many cards you are giving them at the end of the match count them in front of them to ensure that you have returned all pass cards.
- In case of **red cards**, **keep the pass(es) of those sent-off** and submit it (them) at the referee tent, along with a USSF Supplemental Referee Report describing the incident(s). Supplemental Reports will be submitted via a paper form by the referee to the referee tent administrator.
- The referee is the sole judge of allowable player equipment as described in the IFAB 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 Midwest Referee Staff or Midwest Presidents Cup Program Manager, **prior to game time**.
- Conduct the coin toss at least **5 minutes** prior to game time.
- International entry **3 minutes** prior to the scheduled kick off time (all matches).
- Start your game ON TIME! (reference https://time.gov to synchronize your watch)

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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.
- Please allow medical staff to evaluate injuries referees should not diagnose injuries.
- 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 on a USSF Supplemental Referee Report.
- If a trainer diagnoses a head injury, he/she will secure the player pass from the fourth official in order to be compliant with the US Youth Soccer concussion protocol.

Halftime

- 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, and send offs. 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 whole referee crew is responsible for this!!

Post-Game Duties

- Make sure that the entire crew verifies team names and that the score is not recorded incorrectly. The referee crew will take the game score card to the referee tent where it will be submitted.
- Return to the referee tent to complete the necessary paperwork The game is not over until the paperwork is done. FILL OUT ALL PAPERWORK PROPERLY!
- USSF Referee Supplemental Report(s) for red cards and severe injuries shall be submitted via a paper form to the Referee Tent Administrator.
- All referee crew members should check the paperwork to ensure accuracy, as the entire crew will be held
 accountable for mistakes. The game report and team rosters are turned in at the referee tent. ALL CREW
 MEMBERS MUST SIGN THE REFEREE'S GAME REPORT.
- Return the following to the site coordinator in the referee tent after the match:
 - The completed game report with correct score, cautions, and red cards (all four officials should verify the accuracy of information and all should sign the game report).
 - o The game score card.
 - o Fourth official log.
 - Game ball(s).
 - o Player passes of sent off players and/or coaches.
- Please be prompt with the game report as scores are not posted until they have been confirmed by comparing the game score card and the referee's game report.
- Conduct post-game debrief with complete crew and assessor or mentor (after paperwork is submitted).

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Cautionable Offenses

A player is cautioned and shown a yellow card for committing any of the following cautionable offenses:

- 1. Unsporting behavior (UB)
 - a. Commits a direct free kick offense in a reckless manner whether within playing distance or not
 - b. Commits a foul which <u>interferes with</u> or <u>impedes</u> an opposing team's <u>promising attack</u>, <u>except</u> where the referee awards a PK for the offence that was an attempt to play the ball
 - c. Handles the ball to interfere with or stops a promising attack
 - d. Denies an opponent an obvious goal-scoring opportunity by an offense which <u>was an attempt</u> to play the ball and the referee awards a penalty kick
 - e. Handles the ball in an attempt to score a goal (<u>whether or not the attempt is successful</u>) or in an unsuccessful attempt to prevent a goal
 - f. Plays the ball when leaving the field of play after being given permission to leave
 - g. Commits an act that in the opinion of the referee shows a lack of respect for the game
 - h. Attempts to deceive the referee e.g. by faking an injury or by pretending to have beenfouled (simulation)
 - i. Verbally distracts an opponent during play or at a restart
 - j. Unfairly distracts or impedes an opponent performing a throw-in (including moving closer than 2 yards to where the throw-in is to be taken)
 - k. Changes places (jerseys) with the goalkeeper during play or without the referee's permission (caution both players at the next stoppage)
 - I. Engages in trickery to circumvent the goalkeeper's limitation on handling the ball played from a teammate's foot (the defender who initiates the "trickery" is cautioned, the decision does not require that the goalkeeper actually handles the ball, and the misconduct can occur during dynamic play or at a restart)
 - m. Makes unauthorized marks on the field
 - n. Refuses to leave the field due to injury after the referee authorized the doctors or stretcher bearers to enter the field of play, or due to illegal equipment, bleeding, or blood on the uniform
 - o. Throws an object (or the ball) in a reckless manner
 - p. Celebrates a goal by:
 - i. climbing onto a perimeter fence and/or approaching the spectators in a manner which causes safety and/or security issues
 - ii. gesturing or acting in a provocative, derisory, or inflammatory way
 - iii. covering the head or face with a mask or similar device
 - iv. removing the shirt or covering the head with the shirt
 - q. Commits an offense described in Law 14 The Penalty Kick (during the match, extra time, or kicks from the penalty mark) for which the referee must caution a player(s):
 - i. the kicker feints to kick the ball once the run-up to the ball has been completed
 - ii. the goalkeeper offends and the ball does not enter the goal
 - iii. both the kicker and goalkeeper commit an offense at the same time and the kick is missed or saved (kick is retaken)
 - iv. the kicker when both the kicker and goalkeeper commit an offense at the same time and the kick is scored (goal is disallowed)

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- 2. Dissent by word or action (DT)
 - a. Verbally or through action disputes or shows contempt for an official's decision
 - b. If playing as a goalkeeper, leaves the penalty area (not beckoned by the referee) to engage an official in debate regarding a decision
- 3. Persistent offenses (PO)
 - a. Repeatedly commits fouls (Law 12) against one or more opponents (the offside offense in Law 11 is not considered)
 - i. No specific number or pattern of fouls constitutes "repeatedly"
 - ii. "Repeatedly" does not require the offenses to be the same type of foul
- 4. Delaying the restart of play (**DR**)
 - a. Appears to take a throw-in but after excessive time leaves it to a team-mate to take
 - b. Delays leaving the field of play when being substituted
 - c. Excessively delays a restart
 - d. Kicks or carries the ball away, refuses to release possession of the ball, or provokes a confrontation by deliberately touching the ball after the referee has stopped play for a restart by the opposing team
 - e. Takes a free kick from the wrong position to force a retake
 - f. Deliberately prevents a free kick being taken quickly
- 5. Failure to respect the required distance when play is restarted with a corner kick, free kick, or throw-in (FRD)
 - a. Does not retire at least ten yards away from an opponent's free kick
 - b. Does not retire at least ten yards away from an opponent's corner kick
 - c. Does not retire at least two yards away from an opponent's throw-in
- 6. Entering, re-entering, or deliberately leaving the field without the referee's permission (ERL)
 - a. Re-entering after having previously been
 - i. instructed to leave the field to correct equipment
 - ii. given permission by the referee to leave the field due to an injury
 - iii. instructed to leave the field due to bleeding or blood on the uniform
 - b. Re-entering and gaining an advantage after having previously left the field to avoid being involved in active play (to avoid committing an offside offense)
 - c. Leaving the field while a defender to place an opponent in an apparent offside position [NOTE: Except for the above actions, leaving or re-entering the field is not an offense if, in the opinion of the referee, it was done in the normal course of play]
- 7. Entering the referee review area (**ERA**) applicable in competitions where the use of Video Assistant Referees (VARs) has been approved (written permission by IFAB and FIFA)
- 8. Excessively using the 'review' (TV screen) signal (ERS)

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A substitute or substituted player is cautioned if guilty of committing any of the following offenses:

- 1. Unsporting behavior (**UB**)
- 2 Dissent by word or action (DT)
- 3. Delaying the restart of play (**DR**)
- 4. Entering or re-entering the field of play without the referee's permission (ERL)
- 5. Entering the referee review area (ERA)
- 6. Excessively using the 'review' (TV screen) signal (ERS)

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Sending-off Offenses

A player, substitute, or substituted player is sent-off (shown a red card) for committing any of the following offenses:

- 1. Serious foul play (SFP)
 - a. Commits a tackle or <u>challenge</u> that endangers the safety of an opponent or uses excessive force or brutality
 - b. Lunges at an opponent in challenging for the ball from the front, from the side, or from behind using excessive force or endangers the safety of the opponent
- 2. Violent conduct (VC)
 - a. Uses or attempts to use excessive force or brutality against an opponent <u>when not challenging for the ball</u>, or against a teammate, match official, spectator, or any other person, regardless of whether contact is made
 - b. When not challenging for the ball deliberately <u>strikes</u> an opponent or any other person on <u>the head or face</u> with the hand or arm, <u>unless</u> the force used was negligible
 - c. Throws an object (or the ball) using excessive force
- 3. Spitting at or biting an opponent or any other person (SB)
- 4. Denying the opposing team, a goal or an obvious goal-scoring opportunity (DOGSO) by deliberately handling the ball (this does not apply to the goalkeeper within his or her own penalty area) (**DGH**)
 - DOGSO by deliberate handling offense <u>wherever the offense occurs</u> (outside or inside the penalty area)
- 5. Denying a goal or an obvious goal-scoring opportunity to an opponent whose overall movement is towards the offender's goal by an offense punishable by a free kick(**DGF**)
 - DOGSO by an offense <u>within the offender's penalty area</u>, for which the referee awards a
 penalty kick, and the offense was <u>NOT an attempt to play the ball</u> (e.g. holding, pulling,
 pushing, no possibility to play the ball, etc.)
 - The following must be considered:
 - distance between the offense and the goal
 - general <u>direction</u> of play (if player moves diagonally to pass the last defender or goalkeeper, this can still be a DOGSO)
 - likelihood of keeping or gaining control of the ball
 - location and number of defenders
- 6. Using offensive, insulting, or abusive language and/or gestures (AL)
- 7. Receiving a second caution in the same match (2CT)
- 8. Entering the video operation room (**EOR**) applicable in competitions where the use of Video Assistant Referees (VARs) has been approved (written permission by IFAB and FIFA)

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Team Officials

Where an offense is committed and the offender cannot be identified, the senior team coach present in the technical area will receive the sanction.

Warning

The following offenses should usually result in a warning; repeated or blatant offenses should result in a caution or sending-off.

- W1- Entering the field of play in a respectful/non-confrontational manner.
- W2- Failing to cooperate with a match official e.g. ignoring an instruction/request from an assistant referee or the fourth official.
- W3- Minor/low level disagreement (by word or action) with a decision.
- W4- Occasionally leaving the confines of the technical area without committing another offense.

Team Officials Caution

Caution offenses include but are not limited to:

- CTO1- Clearly/persistently not respecting the confines of their team's technical area.
- CTO2- Delaying the restart of play by their team.
- CTO3- Deliberately entering the technical area of the opposing team (nonconfrontational)
- CTO4- Dissent by word or action including:
 - throwing/kicking drink bottles or other objects
 - · gestures which show a clear lack of respect for the match officials
 - o e.g. sarcastic clapping
- CTO5- Excessively/persistently gesturing for a yellow or red card
- CTO6 Gesturing or acting in a provocative or inflammatory manner
- CTO7- Persistent unacceptable behavior (including repeated offenses)
- CTO8- Showing a lack of respect for the game

For Video Assistant Referee Competitions. (VAR)

CTO9- Entering the referee review area

CTO10- excessively showing the TV signal for a VAR review.

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Team Officials Sending-off

Sending-off offenses include but are not limited to:

SOTO1- Delaying the restart of play by the opposing team e.g.

- · holding onto the ball
- · kicking the ball away
- · obstructing the movement of a player

SOTO2- Deliberately leaving the technical area to:

- · show dissent towards or remonstrate with a match official.
- · Act in a provocative or inflammatory manner

SOTO3- Enter the opposing technical area in an aggressive or confrontational manner

SOTO4- Deliberately throwing/kicking an object onto the field

SOTO5- Entering the field of play to:

- Confront a match official (including at half-time and full-time)
- Interfere with play, an opposing player or a match official

SOTO6- Physical or aggressive behavior (including spitting or biting) toward an opposing player, substitute, team official, match official, spectator or any other person (e.g. boy boy/girl, security or competition official etc.)

SOTO7- Receiving a second caution in the same match

SOTO8- Using unauthorized electronic or communication equipment and/or behaving in an inappropriate manner as the result of using electronic or communication equipment

SOTO9- Violent Conduct

For Video Assistant Referee Competitions. (VAR)

SOTO10- Entering the video operations room (VOR)

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U.S. Soccer Federation Referee Program Supplemental Referee Report



Complete and submit this form, along with a U.S. Soccer Referee Report, to the appropriate competition authorities (e.g., local league, tournament director, cup coordinator, etc.) as directed for the dismissal of team officials, sending-off offenses, serious injuries, game abandonment or other substantial occurrences. For instances of referee assault or referee abuse, complete and submit this form, along with a U.S. Soccer Referee Report, to the appropriate competition authorities (e.g., local league, tournament director, cup coordinator, etc.), State President with jurisdiction for the competition and State Referee Administrator.

Home Team:	Score:
Away Team:	Score:
Association/League:	
Division/Age Group:	
Game Number:	
Game Date:	
Statement:	
Name:	Date:
USSF ID Number:	
Phone Number:	
Email Address:	

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U.S. Soccer Federation Referee Program Fourth Official Report



This form can be used to collect match data to assist referees with the completion of the game report required by the competition authorities (e.g., local league, tournament director, cup coordinator, etc.). Home Team: Score: _____ Away Team: Score: _____ Association/League: Division/Age Group: Game Number: Game Date: Referee: Grade: _____ Assistant Referee 1: Grade: _____ Assistant Referee 2: Grade: _____ Fourth Official: Grade: ___ Home Team Away Team Goals Goals # # Minute Minute Substitutions Substitutions # In # In # Out # Out Minute Minute Misconduct Misconduct # Minute Minute Code Code Notes:

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SAMPLE SCORE CARD



Midwest Presidents Cup 2022

system.gotsport.com/scoring Event Code: 654265 Event PIN:



Printed At: 05/28/22 02:27PM EDT

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Midwest Presidents Cup 2022

system.gotsport.com/scoring Event Code: 654265 Event PIN:

Printed At: 05/28/22 02:27PM EDT

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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
Complete crew arrive at field in uniform Inspect field Have coach check no more than 18 players as "game active" on team roster printed on game report Check in players Cross-reference player passes and jersey numbers against team roster printed on game report Inspect players' equipment Collect player U.S. Youth Soccer issued member passes for all players Verify no more than 18 players dressed in uniform Verify no more than 4 non-active players, who must be out of uniform (collect player passes) Verify no more than 4 bench personnel in the technical area (collect bench personnel passes) All bench personnel must also have "Bench Pass" credentials
5 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!
Throughout game Uerify no more than 4 bench personnel in the technical area with "Bench Pass" credentials
Post-Game Keep player passes for red carded players or bench personnel passes for anyone dismissed Return player and bench personnel passes to teams Have coaches sign game report in "Verification of Score" section See field marshal and sign score verification card Return to referee tent Complete game report – all crew members verify correct info & sign Complete supplemental report for send-offs and serious injuries Turn in game report, team rosters, fourth official log, and supplemental reports Conduct post-game debrief with complete crew and assessor or mentor (after paperwork submitted)

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CHALLENGES

- Match Control
 - Protect the game Protect players
- Football Understanding
- Use Clear Considerations
 - Point of contact
 - Intensity-Speed-Force
- Illegal use of Arms
 - Clear movement or 2nd Action
- Teamwork
 - Communicate important details

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Handball

- Football Understanding
- Use Clear Considerations
- Natural position or movements
 - Close to / Justifiable movement / support the body
- Additional movement
 - Moving toward / In the path of the ball
- Taking a risk Making body unnaturally bigger
 - o Extended arm / away from the body
- Exceptions Deliberately play against him/herself Teammate)
- Attacker Handball Concept
 - Accidental Directly Immediately

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Offside

- Football Understanding
- Responsibility of the Full Team
- Interfering with an opponent
 - Clear impact
 - Challenging Preventing Obstructing
- Gaining an advantage
 - Deliberate play vs. deflection / rebound
 - Deliberate save
- Teamwork communication

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Tactical Fouls

- Football Understanding
- Reading and Anticipation
- Red Card = 100% obvious
- DOGSO
 - Number and location of players
 - Direction / Distance
 - o Control of ball
- SPA Different scenarios (Speed-Space-Options)
- PAI: Attempt to play the ball
- Teamwork
 - Priorities
 - Communication

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Penalty Area Incidents

- Football understanding
- Big priority
- Positioning and reading
- Proximity and angle of view
- Obvious simulation 100% sure
- Use Clear Considerations
- Prevention (set pieces)
- Teamwork communication

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Positioning And Reading The Game

- Football Understanding
- Anticipation / Pressing
 - Systems of play
 - Correct reading
- Penalty Area
 - Main priority
 - Proximity & angle of view
 - Explosive movement
- Advantage
 - Location and severity of the incident
 - Flow / control
 - Wait and see / Signal
- Fast Transitions
 - Adapting to the demands of the match
 - Reaction / Speed / Sprint ability

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Set Pieces

- Planning and preparation
- Offensive and defensive tactics
- Prevention
- o Location & blocks of players
- Priorities of control
- Next step / counter attacks

Assistant Referees

- Anticipation
- o Priority of control: Law 11 vs Law 12
- Penalty area / Goal line / Touch line
- Concentration
 - Offside line/Running technique
- Wait and see / Delay
- Teamwork / communication

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PRO2 Match Report Writing Guide

Complete a supplemental Report for <u>each</u> of the following:

- RED CARDS
- SERIOUS INJURIES
- TECHNICAL AREA DISCIPLINE
- FIELD INSPECTION ISSUES
- BREACH OF COMPETITION RULES
- SPECTATOR INCIDENTS

Use the following examples as templates to write the reports.

Red Cards

SFP

"In the 51' minute of the match, Sporting Kansas City player #9 Kriztian Nemeth was shown the red card and sent off for serious foul play. Nemeth challenged Vancouver's #8 Felipe for the ball, while using excessive force with a straight leg, lunging tackle, studs exposed-which contacted the lower part of the shin, endangering the safety of the opponent. Nemeth left the field of play in a timely manner, without causing any further incidents."

VC

"In the 93' minute of the match, Orlando City player #14 Dom Dwyer was shown the red card and sent off for violent conduct. Play was stopped after Dwyer used his elbow to forcefully strike Columbus Crew's #3 Josh Williams in the head (who was seriously injured on the play and did not return to the match). Dwyer did not leave the field in a timely manner, which caused further mass confrontation."

2nd Caution

"In the 69' minute of the match, Colorado's #9 Caleb Calvert was shown the red card and sent off for receiving a second caution in the same match. Calvert received his first caution (for dissent) in the 67' minute, and the second caution (for entering the field of play without the referee's permission) in the 69'. Calvert left the field of play in a timely manner, without causing any further incidents."

DOGSO-hand

"In the 75' minute of the match, Seattle's #26 Casey Murphy was shown the red card and sent off for denying an obvious goal scoring opportunity. Murphy was outside of her penalty area and was the last defender and used her hands to stop a shot toward the goal. Murphy left the field of play in a timely manner, without causing any further incident.

DOGSO-foul

"In the 60th minute of the match, LAG #22 Leonardo was shown the red card and sent off for denying an obvious goal scoring opportunity by foul, with no attempt to play the ball. The offence occurred inside the penalty area approximately 8 yards from goal, where Leonardo pulled down FC Dallas' Blas Perez from behind, to prevent Perez's imminent goal scoring opportunity. Leonardo left the field of play with no further incidents and play was restarted with a penalty kick.

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Multiple Supplemental Reports (use first person)

Ref Report "In the 89' minute of the match, the 4th official used the communication system to indicate that play must be stopped to issue a red card. After stopping play and speaking with the 4th official, I was informed that Houston Dash player #3, Rachel Daly, had used her elbow to strike the face of Utah player #xx, causing her to stumble several yards backward. Upon confirmation from the 4th official that the off-the ball contact involved excessive force to the face, Daly was shown the red card and sent off for violent conduct. Although Daly did exit the field in a timely manner, I saw that while she was leaving, she showed dissent by action by making sarcastic clapping gestures toward the 4th official."

4th Official Report "In the 89' minute of the match, I used the communication system to tell the referee to stop play to issue a red card. After stopping play and coming over to me, I was able to tell the referee that Houston Dash player #3, Rachel Daly, had used her elbow to strike the face of Utah player #xx, causing her to stumble several yards backward. After the referee showed Daly the red card, I noticed that Daly moved toward me and was clapping at me and I also noticed that she spat out before leaving into the midfield tunnel."

Serious Injury

In the 93' minute of the match, Josh Williams #3 for Columbus Crew SC was seriously injured after receiving an elbow to the head from Orlando City #14 Dom Dwyer (who was sent off for violent conduct). Upon recognizing that Williams had shown visible signs of having a possible concussion (falling to ground, clutching the head, slow to get up, bleeding), the referee immediately beckoned medical staff onto the field. After a preliminary on-field assessment, Williams was escorted off the field for further evaluation. The medical staff and the VMD determined that Williams was unable to continue playing in the match and he was subsequently transported to the hospital. Play was restarted in the 97' minute.

Technical Area Discipline

"During a stoppage of play in the 69'minute, Giovanni Savarese, the head coach of Portland, was shown the red card and sent off for leaving his technical area to show dissent towards the referee in a provocative and inflammatory manner. The fourth official observed that Savarese had jumped up from the technical area, wildly waving his arms and loudly yelling at the referee. Savarese had previously been warned in the 37' minute by the fourth official to refrain from any further minor actions of disagreement, and to stay calm and in his team's technical area. Savarese left the field without further incident."

Field Inspection Issues

"During the officials' pregame inspection of the field, it was discovered that the left goalpost (scoreboard side) was noticeably taller than 8 feet (by almost 2 inches). The field managers were able to correct the issue before the start of team warmups."

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Breach of Competition Rules

"The halftime interval lasted 17 minutes, which exceeded the 15-minute time period that is stipulated in the IFAB LOTG and the competition rules. The delay occurred because team XXXX was late to reenter the field of play within the allotted 15 halftime interval."

Spectator Incidents

"In the 63' minute, before the taking of a corner kick near the home team's supporters' section, play was stopped when the referee observed that a green laser light beam was being directed at the visiting goalkeeper's face. Security was able to quickly identify and remove the wrongdoers from the stadium. Play was restarted in the 65' minute.

James Conlee's report writing tips:

- State only the facts of what happened.
- Use terminology/language from IFAB LOTG and FIFA considerations.
- Use names (and NOT pronouns (he, she, they, them, etc) to avoid any confusion.

In order for Disciplinary Committees to evaluate serious misconduct, match reports must include:

- The name of (and additional identifying information for) the player who was sent off
- The time of the send off
- The specific reason in the IFAB Laws of the Game for the send off (Law 12)

In addition, the referee must supply sufficient detail regarding the circumstances of the misconduct to aid in evaluating its level of seriousness. Among the factors that should be addressed, where relevant, are:

- Whether the action occurred during a challenge for the ball
- Whether the misconduct occurred at a stoppage of play or during play
- If anyone was injured as a consequence of the misconduct
- Whether there was any prior incident that may have led to the player's actions
- The demeanor of the player during the send-off (including any difficulties in implementing the player's removal from the field)
- The location of the action in relation to the goal line and penalty area being attacked at the time
- The subsequent intrusion of any other players (teammates or opponents) during the time the referee is managing the send off
- The specific words or gestures which were determined to be insulting, offensive, or abusive
- The identity of the opponent or official toward whom the misconduct was directed
- A summary of the prior misconduct (or a reference to the section of the report which detailed the prior caution) preceding the second caution for which the player was sent off
- The identity of the assistant referee, fourth official, or reserve assistant referee who provided independently observed facts to the referee regarding the misconduct
- All other details of the action which materially shaped the decision to send the player off

Any other facts which a Disciplinary Committee might decide it needs as a result of its review of the match report can be supplied by the referee on request of the Committee, but the most useful information

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will come from a properly completed, accurate, detailed, and clear match report. Match reports provided independently by assistant referees, fourth officials, or reserve assistant referees should follow these guidelines as well.

• **Post-game misconduct**: referees may issue and display yellow or red cards to players, substitutes, or team officials after the game. These reports must be as descriptive as reports made for misconduct during the game.

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Information for Teams Regarding Discriminatory Language During Matches

Following examples set by FIFA, Professional Soccer Leagues worldwide and other organizations, US Youth Soccer rejects any form of discrimination, harassment or epithets directed towards an individual based on race, color, gender, sexual orientation, religion, national origin, age or physical/mental disability.

Foul and Abusive Language is a sending off offense and may include, but are not limited to, epithets in any language that are perceived to be derogatory or inflammatory towards any player (opponent or teammate), coach, referee, spectator, administrator or other individual.

Epithets by a Player or Team Official heard by a Referee During a Match:

When the Referee hears an epithet by a Player or Team Official or is advised by a member of the Referee crew that they did:

- The Referee is required to issue an ejection per the Laws of the Game.
- Event Staff will respond and remain at the field for the duration of the match to monitor and take action if necessary.

Epithets by a Player or Team Official and reported to a Referee During a Match:

When a Player or Team Official informs a member of the Referee crew that an epithet was directed towards them or another individual, but no member of the Referee crew heard the epithet:

- At the next stoppage of play, the Referee will bring the target and the individual alleged
 to have conveyed the epithet to the midfield touch line, along with the Head Coaches of
 both teams, the Referee crew and responding Event Staff where the alleged epithet will
 be reviewed.
- Following that meeting, coaches may bring their team to the touchline to advise that additional incidents may result in an immediate ejection, a temporary suspension of the match, the match being abandoned and/or teams being removed from the competition.
- Play will be restarted and time added to account for the delay.
- Event Staff will remain at the field for the duration of the match to monitor and take action if necessary.

Epithets by Spectators heard by or reported to a Referee During a Match:

- At the next stoppage of play the Referee will direct players to go to their respective benches.
- The Referee will bring the Head Coaches from both teams, the Referee crew and responding Event Staff to an area away from the benches.
- Both Head Coaches will be advised of what was reported, and if identified, the spectator that said it.
- Both Head Coaches will be requested to inform their spectators that any additional incidents may result in a temporary suspension of the match, removal of spectators for the balance of the match and possibly future matches, the match being abandoned and/or teams being removed from the competition.
- If the offending spectator was not identified, the Head Coach will be requested to ask their spectators to assist in identifying the offending spectator.

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- If the offending spectator is identified, Event Staff will inform the spectator they must leave sight and sound of the field before the match will resume. Security will intervene if the spectator refuses to comply.
- Additionally, the sideline may be cleared of all spectators from the offending team for the balance of the match and possibly future matches.
- Event Staff will remain at the field for the duration of the match to monitor and take action if necessary.

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