

West Side Soccer League



Handbook for 8U Officials

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Introduction

Thank you for volunteering! Without referees, AYSO games could not take place. Our aim is to give you the training you need to give the players a great soccer experience and ensure that you have fun while doing that. If there is anything we can do to make the job of officiating games easier and more fun, please let us know.

This is the West Side Soccer League (WSSL) 8U Official Online Companion (“the Companion”). The purpose of the Companion is to supplement the national training provided to new referees by AYSO with local information that is specific to WSSL. The primary resource for up-to-date information is the WSSL website, www.wssl.org. If in doubt, please refer to the website.

Note that the word “official” is synonymous with “referee” in this context, but our parent organization, AYSO, uses the word “official” to refer to referees in U6-U8 because they take on a broader role than a traditional soccer referee.

WSSL Division Heads and Chief Referees

The Division Head is responsible for managing their division including forming teams, appointing coaches to teams, and creating the game schedule.

Each division in WSSL has a Chief Referee who is the primary contact point for any issues or questions relating to refereeing. A list of the Chief Referees for each division and their email addresses is available on the WSSL website at www.wssl.org/programs/core/divisions/

Training and Certification

The WSSL 8U Official training (for divisions 6U, 7U and 8U) consists of volunteer registration plus four courses (three online and one in person/Zoom):

1. The AYSO Safe Haven online course, and,
2. CDC Concussion Awareness online course should be taken by every volunteer (not just referees) before they take any specific training and must be completed before refereeing a game. Once taken, these courses are valid for the refereeing career of the volunteer and do not need to be re-taken annually.
3. SafeSport training is a federal requirement for all adult volunteers in youth sports. Access the SafeSport system from the WSSL / InLeague site: <https://inleague.wssl.org/app/eTrainU>.
4. The 8U Official class, either in person or via Zoom.

Without all of these, referees will not be able to sign up for games in the Referee Scheduler. To referee in 9U divisions and older, additional (e.g. Regional Referee) training is required.

Volunteer Forms

Every Referee volunteer needs to create a volunteer profile on the WSSL website. WSSL is an AYSO Region, and accordingly all WSSL referees are trained and certified under AYSO National guidelines. These guidelines not only ensure the quality of our training, but also provide legal and financial protection to our referees.

Each year, all volunteers are required to complete an updated electronic volunteer form on their WSSL profile.

To complete the form login to the WSSL website and go to your profile via the Players menu / Player and Volunteer Registration. From there, complete the registration form including completing the e-signature process. This will trigger a background check process for adult volunteers which is administered by a third party vendor called Sterling / Verified Volunteers. Within a couple of days you should receive an email from one of these companies asking you to complete a background check form which you must complete and submit. Please check your spam folder and keep checking back if you don't receive the email straightaway.

Once your background check is complete you should get a confirmation email within a couple of days and your AYSO profile will be ready. You can then use your profile to sign up for referee classes via the eTrainU system: <https://inleague.wssl.org/app/eTrainU>.

Mentoring, Observation and Assessment

As part of the AYSO Referee Assessor and Mentor Program, WSSL offers referees the opportunity to receive feedback from other referees who have been trained to provide this feedback in a positive and encouraging manner.

Mentoring is provided to all referees regardless of experience or certification level. It is intended to help referees discover the mechanics and strategies of officiating, which will improve their performance. Very often a mentoring session can be merely a quick suggestion that makes it easier for a referee to handle a particular situation. The result can be a better perspective on challenging match conditions, improved self-confidence, and greater control of the match.

Requests for mentoring can be made at any time. Scheduling will be coordinated through each division's Chief Referee, the Director of Referee Assessment and the head of the Mentoring program. No request may be denied, and all requests will be scheduled as soon as practicable.

WSSL Philosophy

WSSL is a child development organization; soccer is the means we have chosen to carry out our mission. There are two important acronyms which describe the AYSO philosophy, which we share in WSSL.

EBOPSP

- Everybody plays - We try to size the teams so that each player who shows up before the game starts may play at least four sixths of each game. The referee's role is to watch the clock carefully so the substitution breaks are at an appropriate time and each one-sixth of the game is even.
- Balanced teams - We would like each game to end in a tie or perhaps a one goal margin. Referee role is to help coaches keep a game from running away.
- Open registration - Anyone who registers on time may play.
- Positive coaching - Referee may remind a coach that he/she is expected to practice the P I E method of coaching - Positive, Instructional, Encouraging.
- Good Sportsmanship - Referee role is to work with coaches and parents to create an environment in which this can happen.
- Player Development - All players should be able to develop their skills and knowledge to the best of their abilities, both individually and as members of a team. While soccer skills are a focus area, development of "soft" skills are important too: leadership, teamwork, patience, dealing with adversity and showing grit when the going gets tough.

"PIE" rule for coaching

- Positive
- Instructional
- Encouraging

A special note about Teen Referees

Our teen referees are a cherished resource for WSSL that we want to nurture and grow. If you witness poor behavior by an adult towards a teen referee, please step in and remind the adult of our philosophy, and please let your Division Head or Chief Referee know what you saw.

Rules and Regulations

The following rules and regulations are in force, either as FIFA rules, AYSO rules, or West Side Soccer rules. Regardless of their source, they are to be considered intrinsic parts of a WSSL match.

Player safety and equipment

- No jewelry, including barrettes, hair beads, and friendship bracelets. No earrings or other piercings, even when taped over. As an exception, medic alert bracelets are permitted but must be covered.
- No splints or other devices to immobilize a limb - neither fixed nor removable.
- Knee braces are permitted if covered by the manufacturer-supplied padding AND In The Opinion Of The Referee (ITOOTR) are safe for the player and everyone else.
- No hard-brimmed hats (no baseball caps).
- Prescription glasses, prescription sunglasses and prescription goggles are okay.
- Sweatshirts and sweatpants are okay, but uniform shirt must be worn on the OUTSIDE and hoods on hooded sweatshirts must be tucked in.
- All players must wear shin-guards, and the shin-guards must be fully covered by socks.
- Shoes must have laces or Velcro - no slip-ons.
- No soccer cleats except on specially designated fields (cleats are generally ok on turf fields but not on grass fields - our grass field permits depend on this).
- Turf shoes are always acceptable. 50 small nubs, that don't catch your finger as you run it over them can be considered a turf shoe. A shoe with 10-12 larger nubs that do catch your finger as you run it over them is a soccer cleat.
- No football or baseball cleats if, in the opinion of the Referee, they are unsafe. They can be distinguished by the extra cleat at the toe.

WSSL requires as a matter of player safety that any potentially dangerous items such as jewelry, watches, earrings, friendship bracelets, hair beads, etc., must be removed before a player may participate. Any player who refuses to do so shall not be allowed to play. Medical bracelets are specifically permitted, and should be covered with clear tape. However they are covered, the information must remain visible. In certain circumstances, the Referee may choose to allow a tight-fitting bracelets made of cloth or string to be worn, if a finger cannot be inserted between the bracelet and the wrist. However, the Referee's decision in all cases is final, and is not subject to negotiation or argument.

Field rules

It is essential to the preservation of WSSL's field permits that WSSL adheres to the restrictions that are posted on noticeboards at the gates, including:

- No dogs at or around games. Have the owner move them outside the fences that surround the fields.
- No smoking or alcohol or drugs, at or around games or practices.
- No bicycles, scooters or other wheeled transport inside the fences that surround the fields.

Procedural rules

Games *should start* and **MUST END** at the scheduled times, with no exceptions. Under no circumstances should a game finish late and thereby reduce playing time for the following game on that field.

No team should be required to play short-handed if it will mean that a player on a fully staffed team does not get four full one-sixths of playing time. Each age range has a different number of players on the field, ball size, field size, and length of game. Consult with your division head for any questions.

In 6U to 14U, player substitutions are permitted **ONLY** at one third and two thirds of each half, or at the half time break, or in response to an injury. In WSSL we **NEVER** substitute “on the fly”, but only upon a stoppage of play and with the Referee’s consent. In 19U games, monitored substitutions are used.

Exceptions:

- In very cold weather, substitutes can get very uncomfortable if they are sitting for extended stretches of time. Neither team is allowed to play more players than their division rules permit, but before the game the Referee may consult with the coaches and permit more frequent substitutions in that game, but only on stoppage of play and with the Referee’s consent.

If there are no substitutes for either team and the Referee does not deem it necessary to make a substitution break, e.g. the goalkeepers are not expected to change positions with outfield players at a substitution break, the Referee may allow play to continue as if there was no substitution break.

Safety, legal and insurance issues

Goals

Make sure the goal posts, crossbar and other goal area equipment are safe, and cannot tip over; **DO NOT EVER** allow anyone to swing on the crossbars or the goal nets.

Field conditions

It is okay to modify the field size or layout to avoid hazards. Borrow cones from the coaches if you need to.

Thunder or lightning

The game must stop immediately, and all persons must leave the vicinity. No match may start or resume less than 45 minutes after the last observation of thunder or lightning. In WSSL, this means that any stoppage due to thunder or lightning is quite likely going to be the end of the match. Note that if a match is terminated there is no winner.

Injuries

If there is any sign of blood on the player or their uniform, the player must leave the field. The wound must be covered and bleeding stopped, and any bloody clothing must be replaced before the player may re-enter the pitch.

Player safety

You are closer to the players than the coaches and parents are; if you think something is wrong with a player (e.g., short breath, heat stroke, asthma, hurt ankle), you can and should take preventive action.

WSSL Referee Responsibilities

These are the responsibilities of the referees in a WSSL match. Please read through these carefully.

Safe, Fair and Fun

These are the required attributes of a WSSL/AYSO match. If something is unsafe, fix it or don't play the match. If something is unfair, use the Laws of the Game and the Guidance and Procedures to correct it. If it's not fun for the players or the adults, then most likely, it's also unsafe or unfair. Please understand that Fun in this context does not necessarily mean winning.

It's okay to talk to the kids

AYSO and WSSL want you to have the demeanor of a friendly, fair uncle or aunt. So...

It's okay to explain your calls

You are an educator, just as much as the coach is. Be wary of any appearance of partiality in how you explain yourself. The rule of thumb for referees is "Explain. Don't coach". There is no requirement in soccer for the referee to explain their decisions, but since player development is a key part of the AYSO experience, feel free to do so where you think it will be valuable, especially if it would be valuable to more than one player. You do not need to demonstrate the specific decision you are making. You don't need to give a two-handed push signal or repeatedly slap your arm to indicate deliberate handling. If you need to explain, use your voice.

Ask questions

We are all learning. No matter how many matches you do, there is always a chance to reinforce your knowledge of the Laws, or to see a situation from a new perspective. If you're not sure, ask another referee on your team, or ask your division Chief Referee. Make sure that your questions don't interrupt the match unless you need help making a decision. It is acceptable for the center referee to stop play or delay a restart to ask an assistant referee for their opinion, as long as it is not unfair to do so.

Mistakes

Don't worry about mistakes. We all make them, and we all hope to learn from them. Keep the match moving.

You are not alone

The organization is behind you all the way. Get to know your division head and Chief Referee; they are there for you. Don't be an island. Get to know your fellow referees; run lines for them, support them, talk to them. Have fun!

Talk to us

If something is wrong, tell us - we will fix it. Don't suffer in silence. If something is right, *please* tell us. We would love to hear about it, and want to keep doing it.

Join us at a referee get-together or Q&A sessions

Check the WSSL calendar and your email for upcoming dates.

Schedule yourself

Use the online self-scheduler to indicate in advance which game(s) you want to referee. Please sign up early so that your Chief Referee knows which games have a referee and where there are gaps. It is fine to referee your own child's games up to the 8U level

Look like a referee

Please wear your *complete* uniform. That is a referee shirt, tucked into black shorts, referee socks, and (predominantly) black shoes that are safe and comfortable for running on the particular pitch you are working. Please remember that in general cleats are not allowed on grass fields.

Be early

If you don't show up to the pitch at least 15 (but preferably 30) minutes before the scheduled start of the match, you will almost certainly start the match late, fail to find an unsafe condition on the pitch or with the goals, fail to check the players' equipment, or miss the opportunity to have pre-game talks with your fellow referees, the players and the coaches. All of these result in issues during the match. You will also be less relaxed and mentally prepared, which will reduce your enjoyment (remember the Fun part).

Methods of Restarting Play in 6U to 8U

When play stops, the restart depends on the reason play was stopped. Please see the Laws of the Game for additional information and definitions of the terms used here.

Kickoff

Kickoffs are taken at the start of each half and after a goal. A goal may be scored directly from a kickoff. The ball is in play when it is kicked and moves. At the start of each half, the team that takes (kicks) the kickoff is determined by the coin toss prior to the game: the winner of the coin toss can choose to take the kick-off OR choose a side. If they choose a side then the opposing team takes the kickoff. After a goal, the kickoff is taken by the team against which the goal was scored.

Goal Kick

If, during play, the ball crosses the goal line after last being touched by an attacker, but without a goal being scored, a goal kick is awarded. On a goal kick the ball is in play as soon as it is kicked and clearly moves. A goal can be scored against the opponents directly from a goal kick, but an own goal cannot be scored (restart with a corner kick). The ball may be placed anywhere within the goal area (if the goal area is marked with lines) or simply a few feet in front of the goal. The ball is within the goal area if it is touching or within the goal area lines.

Corner Kick

If, during play, the ball crosses the goal line after last being touched by a defender, but without a goal being scored, a corner kick is awarded. A goal can be scored directly from a corner kick. The ball is in play when it is kicked and moves. The ball may be placed anywhere within the corner arc. The ball is within the corner arc if it is touching or within the corner arc lines.

Throw-in

If, during play, the ball crosses a touch line (the proper name for the sidelines), a throw-in is awarded to the opponents of the player who last made contact with the ball (intentionally or otherwise). A goal CANNOT be scored directly from a throw-in. A proper throw-in requires that the player hold the ball in both hands, facing the field, with at least part of both feet on or behind the touch line. The player must also throw the ball over their head having started the motion from behind the head.

Note: 6U divisions do not use throw-ins, corner kicks, goal kicks or goal areas. See below.

Direct Free Kick

In 6U, 7U and 8U, a direct free kick is awarded if play is stopped for any foul or misconduct. A direct free kick is taken by the opponents of the player who committed the foul. A goal can be scored directly from a direct free kick. The ball is in play when it is kicked and moves.

Dropped ball

For any stoppage of play by the referee which is not covered by any other restart, the restart is a dropped ball. The ball must be dropped from a height approximately at the player's waist. A goal cannot be scored directly from a dropped ball, i.e. with the first kick. Dropped balls are to a single player of the team that had possession of the ball when play was stopped. All other players from both teams are required to be at least 4.5 yards away.

Game Information by Division

This information may change from season to season. Please check the WSSL website, your chief referee or your division head for up-to-date information.

The online information can be accessed here:

Game locations, On-field format, goalkeeper, time slot, footwear/cleats, name and email of Division Head, name and email of Chief Referee:

<https://www.wssl.org/programs/core/divisions/>

Ball size, team size, length of game/half::

<https://www.wssl.org/sites/wssl/assets/File/Referee%20Wallet%20Card%20Spring%202022.pdf>

Age	Ball Size	Players	Time of Game	Time of Half	Subs per Half
U6	3	4 v 4	25	10	2
U7	3	4 v 4	45	20	2
U8	3	4 v 4	45	20	2
U9	4	7 v 7**	55	25	2
U10	4	7 v 7**	55	25	2
U11	4	9 v 9	65	30	2
U12	4	9 v 9	65	30	2
U13/14	5	11 v 11	75	35	2
U19	5	11 v 11	85	40	Monitored
**Build Out Line rule					4/1/22
U9-U13 goalkeeper play max. 1/2 game					
Heading, yellow & red cards start at U12					
Goal Keeper punting ball starts at U11					

Age-specific rules

Some divisions have different rules based on different age needs and field conditions

6U

- Kick-ins are used instead of throw-ins. A goal may not be scored directly from a kick-in. If a kick-in is done improperly, the Referee allows play to continue, under the principle that the important thing here is just to get the game restarted. Half time would be a good opportunity to demonstrate to the players and the coaches what constitutes a proper kick-in.
- 6U does not use corner kicks, goal kicks or goal areas. If the ball crosses the goal line without a goal being scored within five yards of the goal, the kick-in should be made from the goal line five yards from the goal. Defenders should all be at least six yards away from the ball upon the placement of the ball for the kick-in, free kicks and kick offs.

7U and 8U

- Goal areas extend from the goal line to four yards out, and should be marked with cones on the touch line. The goal area should be approximately 10 yards wide, centered on the center of the goal, and can again be marked with cones.
- Goal kicks have to take place from within (or on the theoretical lines of) the goal area. Defenders should all be at least six yards away from the ball upon the placement of the ball for the kick off, free kicks, goal kicks and corner kicks.
- Throw-ins, corner kicks and goal kicks are used to restart play after the ball entirely leaves the field without a goal having been scored. If a throw-in is done improperly, the Referee may allow a “do-over”; if it is done improperly the second time, play is allowed to continue.

Heading the Ball

In Divisions 11U and younger, heading the ball is **banned** in both practices and games. If it was not deliberate, let play continue. If you consider it was deliberate, then stop play and restart with a free kick to the opposing team.

Cautions (yellow and red cards)

In Divisions 11U and younger we do not give a formal Caution (yellow or red cards). Instead, use your voice to control the situation and work with the coaches to allow a player to “cool down”, and allow a substitution if a player needs to sit out for a while.

Conclusion

Thank you again for volunteering with WSSL. We wish you all the best. Have fun and keep smiling.

Appendix: A Game Day guide for Referees

At home before the game

Use the online scheduler to sign up for the game of your choice, taking into account the following policy:

“Refereeing your own child’s game (as the Center Referee) is not a recommended practice and is discouraged, especially as they get older, because of the likelihood of perception of bias. It can be a challenge to recruit referees, and in some situations when there is a shortage of referees, having a parent officiate her own child’s game may be the only option. However, it is best if this situation can be avoided.”

Find out the coaches' names, team letters, start time, end time, # of players permitted on the field, length of half and size of game ball in advance of your game.

Check your equipment: uniform, black shoes, watch, whistle, coin, flags, cards, Kleenex, sun screen, data wallet or notebook, and a pencil (or two!). Bring water and a snack.

At the field before the game

- Arrive in time to start your inspections of the teams at 10 minutes before game time.
- Look like a Referee: uniform should consist of a regulation referee shirt tucked into black shorts, referee socks (worn high), black shoes, whistle and stop watch. Men should be cleanly shaven.
- Stretch and jog around the field to loosen up.
- Inspect the fields for any signs of danger, debris, and unsafe or untethered goal posts.
- Verify that the touchline and goal line/corner markers are in position.
- Introduce yourself to the coaches and players.
- Request captains for coin toss. The team that wins the coin toss may choose to kick off or may pick the goal they will attack in which case the other team takes the kick off. The team that doesn't kick off the first half kicks off at the start of the second half.
- Explain that you will start the game at the very beginning of the game slot, so they should be ready to take the field at that point, with all line-ups set.
- In the case of teams playing two games side-by-side, speak to the coaches involved so that you understand how they are going to allocate players to both games. A qualified referee must be assigned to each split-squad game.
- Explain the substitution policy: one third and two thirds through each half, the half time break, and in the case of injury. No one may enter or leave the field without the referee's permission.
- Ask for a game ball from a coach and inspect it for pressure and condition.
- Remind the coach that while the game is in progress, all coaches and substitutes should stay at least two yards back from the touchline and between the halfway line and the top of the penalty area. All spectators should stay at least four yards back from the touchline. No spectators, coaches or substitutes may be near the goals.
- If Assistant Referees are not available, select club linesmen. Give them each a flag, and explain how you would like them to help you (paying attention to the game, indicate ball out of play, keep spectators well back from the touch line, etc.) If you have one or two Assistant Referees, explain the need for eye contact, how you want them to indicate fouls and misconduct, ball out of play, substitutions, timekeeping, and anything else relevant to working together as a team.

10 minutes before game time

Perform the player pre-game activities, including equipment check and how the game will be called.

- No jewelry, no peaked (visored) caps, no cleats on grass fields, no casts or visible sign of injury.
- In cold weather make sure the team shirt is on the outside. Sweatshirt hoods must be tucked inside the collar of the team shirt.
- Shin guards completely covered by socks.
- Quick speech to players that is age appropriate about things you want to see and don't want to see on the field. Examples:
 - If you fall down and you are not injured get up
 - If you are injured take a knee or stay on the ground
 - If you fall down near the ball and other players are nearby stand up before trying to kick the ball
 - Stay at least one arm distance from the keeper
 - Run with your arms at their sides, in a natural position
 - What is a clean slide tackle

Ask the players taking the kickoff to wait for your whistle.

Check that spectators are confined to at least four yards from the touchline (and do not obstruct your view of the touchline) during the game. Spectators (and coaches) are not allowed to stand behind the goals.

Check that the coach and substitutes are confined to at least two yards from the touchline and within the "technical area" between the halfway line and the top of the penalty area.

Count the players on the field, prepare for kick-off by ensuring that the goalkeepers are ready, start your watch and blow your whistle for the kickoff.

Once the game begins

Watch for foul play, pushing, elbows, tripping. Issue verbal warnings and/or stop play if you feel that the foul play is lessening the enjoyment of the opponent.

Blow your whistle only to stop play, or to indicate a "ceremonial" restart. This includes:

- Kickoff
- Fouls
- Injury
- At the first third, second third, and end of the first half, at the first third and second third of the second half, and at the end of the match.
- Interference from outside influence

You may also blow your whistle if it is not clear to the players that play should be stopped:

- Ball crosses completely over touchline or goal line and players don't realize it

You may also blow your whistle to delay or retake a restart:

- Any improper restart.
- Player taking a free kick asks the opponents to respect the 10-yard distance.
- Pushing and shoving on a free or corner kick.

Keep up with play. Be close enough to see what's happening (5-15 yards), but not so close that you could get in the way. Move behind or to the side of the ball in order to get the best angle and not be screened by the player's bodies. Always know the next place you need to be, especially when the direction of play changes.

Signal the foul and the restart using the approved signals. Verbally announce and signal the restart after play is stopped, using team color to further explain which team retains possession. Do this less and less as the players grow to understand fouls and restarts.

Remember that player safety is your highest priority. There are times when a player will go down hard. Unless contact to the head or neck is involved, do not rush to stop play. Give the player a chance to indicate that they are OK and will continue playing. If in doubt, or if head or neck contact is involved, stop play immediately.

Blow your whistle and stop play if you determine that an unsafe condition has occurred (for example, if a player falls on the ground and is in danger of being injured if play continues).

If a player is hit by a ball or falls to the ground and you allow play to continue, make sure to ask the player if they are OK. If you can't do this without removing your attention from play, stop play first.

Blow your whistle to signal a substitution break, as close to 1/3 and 2/3 of each half as possible, but only at a stoppage of play.

After the substitution break, the restart depends on the reason for the stoppage.

At the end of each half, stop play when the time has expired, whether or not play has stopped.

Remind the coaches that the clock does not stop during substitution breaks. Keep the substitution breaks to no more than one or two minutes, just enough time to allow a quick water break and substitutions. Try to keep the players on the field. Water can be brought to them at the touch lines.

Allow a break at half time. The ideal length of the halftime break is 5 minutes. That 5 minutes should run from the time you stopped play at the end of the first half until the kickoff for the second half is taken.

The second half should start in time so that a full second half can be played and the field cleared prior to the scheduled start of the next game.

The game **MUST** end on time irrespective of when it started.

Safe, Fair, and Fun!

The safety of the children is your number one priority so keep this in mind and let it be your guide when dealing with any situations that may arise.

When the game ends

- Supervise the post-game handshake and pay attention to any unsporting behavior, which should be noted in your match report.
- Compliment the coaches and players on a good game.
- Return the game ball to its owner.
- Retrieve your flags from your ARs/club linesman; solicit and provide feedback (if you have a good club linesman, try to recruit them to become a referee).

You have responsibility for the field until you leave.

Make a note of any issues for your match report. You **MUST** file a match report if there are send-offs, dismissal of coaches or spectators, injuries, or interference from other parties. You **MAY** file a match report for ANY match, and we will be happy to receive them. Send the report to your chief referee via email or enter it in the InLeague system on the Referees menu / Scores & Modifiers page - click on the game number to pull up the scores input screen.

If you have issued a yellow card or red card during a game, describe that in your match report so division management can monitor players' cumulative cards for the season.

After you return home

Submit a brief report to your division's Chief Referee. It may be no more than a sentence that reports a wonderful game with no problems.

Use the on-line scheduler to sign up for next week's game (or if you are ambitious, the balance of the season).

Remember that the training classes prepare you to qualify as a Referee. You will learn to be a Referee on the field. You will learn something new about yourself or the game every time you take charge of a game.

Make a note to attend the Referee get-together and Q&A sessions that are presented during the season. These sessions are a great way to learn from other Referee experiences and for you to get answers to questions about situations that don't appear in the FIFA law book.

As your child gets older, it will become more important that trained Assistant Referees support center Referees. Learn to become a better Assistant Referee, and support your fellow center Referees by running the lines for them. They will generally reciprocate, and run the lines for you, making a better experience for the children.

Make use of your Chief Referee as they can be a valuable source of information/feedback and can keep you in contact and up to date with your fellow Referees.

Appendix: Directions for using the on-line scheduler

Log in

Login to the wssl.org website. Go to <https://www.wssl.org/> and click on “Log in” at the top of the page. You will be taken to the login page:



Use the email address and password which you used to register your children as players and to register as an adult volunteer. Click on “Forgot Your Password” if you don’t remember the password you setup.

If you don’t have a login for the site, click on “Register as a New User”, and follow the directions on that page.

Once you are logged in, click on “Family Profile” either from the My Account menu or from the link on the welcome page. On the Family Profile page you will see your name listed under “Adults in Your Family Profile”. Click on your name. If your name is not listed, click on “Add a New Adult to My Family Profile”, and follow the instructions on that page.

To activate yourself as a referee, scroll down to the “Volunteer Information” section, and check the box next to “Referee”. At the bottom of the page, select the division(s) for which you want to officiate. You may select up to three. This does not limit you to working only in those divisions. It merely indicates your preferences and lets the Chief Referees for those divisions know of your interest. Make sure you click on “Update Contact Information” to save your changes.

If you are not able to access the schedule, or it appears empty, then you have not completed one or more of the following requirements:

- Volunteer registration for the current year, including completing background check for adults
- Complete online Safe Haven course and CDC Concussion Awareness course, at eTrainU.org (after logging in, click on the mortar board / graduation hat symbol at the top of WSSL website)
- Complete the relevant referee training for the division you are trying to access, e.g. for 6U to 8U divisions, you need to take the 8U Official class
- For adult referees, complete the SafeSport certification and periodic refresher training (access from the mortar board / graduation hat symbol again).

If any of this is not clear, or it doesn’t work for you, please ask your Chief Referee or send an email to the Regional Referee Administrator, [Stan Ince](#).

Schedule Yourself for Games

First, log in as described above. You will be taken to the WSSL Dashboard page. In the yellow menu down the left hand side, select “Referees” / “Referee Scheduler”.

In divisions 6U to 8U one referee is required for each game (two side-by-side games in 6U in the spring season). The system may allow for two referees to sign up (Match 1 and Match 2) so that there is a back-up referee in case of a no-show. You should see a screen similar to this:

Referee Scheduler

Competition: Core Program Division: G6 Week: Apr 15, 2023 Field: All fields [View Schedule](#)

[Admin Scheduler](#) [Self Scheduler](#)

Sun, April 16th, 2023 | G6 Search

Time	Field	Teams	Game	Referee 1	Referee 2	Mentor
12:15 pm-1:15 pm	71st A	G6-A v. G6-B	60238	SIGN UP	SIGN UP	SIGN UP
12:15 pm-1:15 pm	71st E	G6-E v. G6-F	60247	Beth Bornstein Conflict	SIGN UP	SIGN UP
1:20 pm-2:20 pm	71st A	G6-C v. G6-D	60256	Noah Ginsberg	SIGN UP	SIGN UP
1:20 pm-2:20 pm	71st E	G6-G v. G6-H	60229	Thomas Nassim Conflict	Adrien Kirschfink Conflict	SIGN UP

Click on “Sign Up” to assign yourself to a game. You can choose any time or date for any division. The system will not allow you to sign up for a division that you are not certified to referee. It is fine to referee your own child’s game up to 8U level. The Mentor column is for Referee Mentors only.

You should note the start and end times, as well as the field name and location. Be prepared with all this information. People tend to expect that uniformed officials know this stuff.

The Chief Referee or Referee Scheduler for your division will confirm all assignments. Be sure to check back later in the self-scheduler to confirm final assignments. If your assignment shows as PENDING, you should assume that you ARE refereeing that game. You will get service credit for both games that are Pending and Confirmed.

If you cannot make it to your assignment, contact the Chief Referee for that division. We don't permit referees to cancel their own assignments, because the Chief Referee and Schedulers wouldn't be informed. By contacting them yourself, it lets them find a replacement sooner.

It is crucial to the success of our Referee program that our Referees use this system to self-schedule games. Without this system the Referee Scheduler's job becomes very difficult as they must resort to sending out a flurry of email messages and making last minute phone calls in order to schedule Referees for the fast approaching weekend games. This can all be avoided if you the Referee take the initiative to let us know when you are available via the on-line Referee scheduler.

Appendix: WSSL Referee Administration

Stan Ince	Regional Referee Administrator	stan.ince@gmail.com
Michael Titowsky	Regional Director of Referee Instruction	michael.titowsky@mdafny.com
Paul Samarel	Regional Director of Referee Assessment	apiguy@agesoftware.com
Scot Gleason	Head of Referee Mentoring Program	TBC
John Drayton	Head of Teen Referee Program	john.drayton@citi.com drayts@aol.com