

THE GAME CARD

November 2005

In an attempt to keep the referees who are assigned games in the Harold S. Young/Don Hawkins Playing Leagues informed, D7 is issuing a newsletter. The newsletter will be included in the monthly checks. Referees are encouraged to read the newsletter and apply the information, as it will make the job of administrators, assignors and referees, hopefully easier.

The items selected for this edition come from observations made in November of the 2005/2006 season:

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1. **Referee Re-Registration with USSF**--- If you haven't registered for 2006 yet, you can now apply for your 2006 Referee Registration online. Use any internet browser and go to this URL: www.ussoccer.info
 - A. Login ID: Type in the letter R (capital letter) followed by your 16 digit USSF ID number, no dashes. Password: Type in your last name.
 - B. You will be directed to U.S. Soccer Information Systems home page. Click on the "Referee" tab.
 - C. In the left blue panel click on "Referee Registration". Your 2006 record will appear.
 - D. On the top of the screen is your biographical information. Review it. If there are any changes, click on the link below the biographical information box. A new pop-up window will appear and you can edit the data. Save your edits.
 - E. Next you will see the Registration Type boxes you are eligible to submit (Referee, Instructor, Assessor, Assignor, Indoor/Futsal). You may register for more than one at the same time, if you are eligible.
 - F. Continue down the rest of the form answering all questions if required.
 - G. When you are satisfied that all information is correct, read the Terms and Conditions. Check "I agree to terms and conditions" and click "Continue".
 - H. You will be directed to a secure credit card payment site to submit your payment using VISA or MasterCard.
 - I. Please print a copy of the confirmation page.
 - J. You are finished. After approval from your SRA, your registration packet will be mailed to you.

Online registration requires that you enter your 16 digit USSF number.

2. **In-service Training for State Referees**---The USSF will be conducting a state wide in-service clinic for all state and national referees sometime in January or February 2006. Please watch for the dates, because as soon as the dates are known, they will be posted on the www.cnra.net and www.cysadistrict7.org websites.
3. **16 Digit USSF Number**---Referees should keep their 16 digit referee number in a safe place. When on-line registration is fully functional, this number will be required to get into the registration system. Without a number, you will have to submit a paper registration which will be set aside in "limbo" until USSF staff (3 referee staff people) has time to manually process your re-registration. Referees should also carry copy of the card or write down the number on something in case they get assessed or need it for identification purposes at a soccer game or tournament).
4. **Cell Phones and Pagers**---Referees are reminded that cell phones and pagers are not part of the referee uniform. They are not to be carried on one's person when refereeing.
5. **Rescinding a Displayed Card for Misconduct**---The following guidance is applicable to the general issue of whether a card for misconduct of any sort can be canceled. A displayed red or yellow card can be canceled by the referee if play has not restarted. If play has been restarted or if the match is over (including required periods of additional play and/or kicks from the penalty mark), a displayed red or yellow card cannot be canceled by the referee for any reason. If the referee believes a card has been issued in error, regardless of the reason, the card must still be included in the match report and the referee must provide all details relevant to

the mistake. In such cases, the determination of the validity of the card is left to the competition authority. The failure of the referee to include accurately and fully all cards displayed during play is a serious violation of the referee's responsibilities.

6. **Supplemental Game Reports**---These reports must be completed when any occurrence happens in a match that is unusual. Examples are: any injury which prevents the player from returning into the game or in the referee's opinion may be of a serious nature; any match which is terminated because of a brawl, weather etc.; or when the referee questions his decision in dealing with misconduct (issuing a yellow or red card in error). The writing of this report does not eliminate the referee's responsibility in completing the game card. Referees may use the official game report (the official report can be downloaded from www.cnra.net, link under forms) or the referee can use a separate piece of paper as long as it has all of the pertinent information (date, time, place, teams and scores, names of referee and assistants, and time, place, and occurrence which was incorrectly handled).
7. **Game Cards**---Remember that game cards are the official reports of the game. Referees are to record all important facts regarding the game. They are not to record **personal** comments regarding players, coaches or the game. Remember also, that the game card is to be returned to the D7 office ASAP. Game cards must be signed by referee and ARs. Failure to submit a game card will result in the referee(s) not being compensated for that match.
8. **Pre-game Cheat Sheet**---This past summer, all referees who attended the D7 referee in-service clinics were given a card to be used in pre-game instructions by referees. It is obvious by observing games that in most instances, referees still are not having pre-game meetings. AND, your games show this. I would advise all referees and ARs to have pre-game meetings. By going over the minimum instructions that are on the card, and applying those instructions, your performances as referees or as ARs will improve. The referee team should talk at half time and after the game about things that each has missed and the breaks in protocol which have occurred. (Examples might be: "you need to look at me more. You missed an off-side and a foul that I signaled". Another might be: "what was that signal for about 30 minutes into the game when you shook the flag, then point across the field like an off-side". If this should happen during a game, the referee should really confer with the assistant to clarify the call).
9. **Game Officials**---Only those referees who participate in the initial kick-off of a match are to referee the game. Assigned referees who for some reason arrive after the start of the game are not to participate in the match or sign the official game card. A referee who arrives after the match begins, and then enters the field to participate either as the referee or as an AR changes the complexion of the match, and subjects the match to legitimate protests. Referees who allow an official to participate in a game after the start may be subject to disciplinary action. The referee of the game should inform the assignor about any tardiness or non-appearance by a scheduled referee. It is not your place to excuse the referee by not reporting it; the job of the assignor is to follow up on these situations. Whether or not the excuse or reason seems to be justifiable, it is still necessary to report the incident.
10. **Delayed Misconduct**---It is permissible and acceptable to delay the punishment for misconduct until the next stoppage of play. If an "advantage" is given in order to allow a chance to score, that is standard procedure. However, if play has stopped because of the ball leaving the field or you have stopped play, the misconduct MUST be taken care of then. If you do not stop further play and display the yellow, red, or yellow & red cards at that time, you CANNOT resort to giving the card at the next stoppage following. In NO case should you ever do this in a send-off situation. If you allow a "quick restart", you just gave up the right to punish that player for any misconduct. In rare cases that you feel that you would not mind having a quick restart and miss the opportunity for caution that is your decision to make. However, you should make it known to the player(s) that they just dodged a yellow card. Remember, also, there may be consequences that you might not like so bare that in mind. If a team does take a quick restart, you do have the power to stop play and give the punishment by telling the players that they must wait until you have signaled and that you are going to punish a player or players for misconduct. Furthermore, if you do not send a player off who should be sent off because of your lack of assertiveness or knowledge, you are obligated to report the incident in a supplemental report, as described above.