

## Referee Expectations and Information for Working Adult League games in the Olympia area 4/4/2022

1. The referee is considered an independent contractor in the role of refereeing matches for the Southwest Washington Soccer Association (SWSA) and Capital Classics Soccer Association - Ballyhoo FC (BFC). These clubs pay the referee directly (the Assignor submits invoices on the referee's behalf but does not write the checks). Both clubs pay L&I (Industrial Insurance) to cover the referees in case of an injury accordance to Wash. State law.
2. Invoices are submitted on a quarterly basis within about one week after the end of the calendar quarter. The clubs usually pay within two weeks but can take up to 30 days.
3. Payment is as follows:
  - a. All SWSA matches pay \$65 per match.
  - b. BFC Over 45 matches (Tuesday night men's) pays \$50 per match.
4. Matches are center referee only.
5. SWSA matches are all Coed recreational level. 45 minute halves
6. BFC matches are men's recreational level. The Over 45 group have **40** minute halves.
7. Both clubs are affiliated with Washington State Adult Soccer Association (WSASA). Every player must have a current (non-expired) WSASA card. See addendum 2 below for WSASA Player Card Protocols.
8. Referee must submit a match report for every game on QCSRA.org. Be sure to include player names and details if there is anything that looks like a serious injury.
9. Red cards must be reported within 24 hours to the Assignor (phone call or e-mail). Must also submit a misconduct report on the QCSRA.org website. Neither league requires misconduct reports for cautions/yellow cards.
10. Rules: Both clubs play FIFA rules with the following exceptions
  - a. Slide tackles are not allowed. Slides are okay if not done into other players. If a slide is done into an opponent, it is considered "Dangerous Play" with an indirect free kick restart. If the slide would be a foul in a game where slide tackles are allowed, it is a direct free kick.
  - b. Slide tackles where contact is made with an opponent is also a yellow card (SWSA only).
  - c. Both clubs have a five (5) minute time-out rule (blue card). See addendum 1 below for details.
  - d. Persistent whining about referee calls or non-calls should result in a 5 minute send-off for offenders.
  - e. SWSA only: Substitutions are "on the fly". Teams can sub any time without the referee's permission. Please note that this rule can offset other rules such as who takes the penalty kick (substitutions cannot come in and take PK's, but in this league, they can if you don't know they just came in on the fly).
  - f. BFC: Unlimited substitutions at any game stoppage with the referee's permission.
  - g. BFC: Cussing is allowed in BFC games as long as it is not directed at another player or referee. For example, a player drops the F-bomb because he missed a shot or something. This is allowed without any penalty. cautions/yellow cards.
11. Please make sure to check the status of your assigned game on QCSRA.org at least 2 hours before the scheduled game time. Referees are expected to check the status of his/her assigned game before coming to the game. If your assigned game is cancelled within 2 hours of the scheduled game time, the assigner will contact you personally to let you know of the cancellation.

Any questions about the rules or administrative procedures should be referred to the Assignor.

Current Assignor:

- Tuan Hoang

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### **Addendum 1: 5 Minute Time-Out Rule**

**Purpose:** The purpose of this rule is to allow the referee a tool that can be used when a player appears visibly upset (or verbally upset) to the point where their actions may lead to play that is not in the spirit of the game. The intent is not to punish the player, but to give them a brief “cooling-off” period, and then be able to return to the pitch.

Rule (5 minute temporary send-off rule): Any player that is visibly upset or angry with another player and would benefit from sitting out for a short time to gather their wits and cool down would be sent-off by the referee for a five (5) minute timeout. The play may be substituted and the team does NOT have to play short. The referee would determine when to apply the rule. The player could not come back on the field until the referee permits it as the referee will manage the clock on all temporary send-offs. A yellow card does not need to accompany the temporary send-off. Multiple temporary send-offs does not equate to a yellow or red card. Persistent infringement (yellow card) could apply if multiple temporary send-offs occur. The restart of play is applied the same as misconduct. This rule is also referred to as a “Blue Card”. A Blue Card can be shown if the referee has one but is NOT required.

**Dissent to the referee:** Many of the adult players that show dissent to the referee do not care about getting a yellow card. Sometimes they want a yellow card. They **hate** getting a Blue Card/5 minute send off. This is where the 5 minute sendoff works very well. They sit on the sidelines and stew for a while, then realize they made an ass of themselves. This can result in them apologizing to the referee at the end of the game. It is recommended to use the 5 minute send-off instead of the yellow card whenever dissent occurs.

**Situation 1:** A player gets upset and starts threatening another player or team. The referee sends off the player for a 5 minute break.

**Situation 2:** A player gets fouled, is in pain and starts cursing at the opponent. The referee allows the injured player to vent and does not restart the game until the injured player recovers or is substituted. In this situation, the referee does NOT send the player off for a 5 minute break.

**Situation 3:** A player gets fouled, is in pain and starts cursing at the opponent. The referee allows the injured player to vent and does not restart the game until the injured player recovers or is substituted. If the player that is cursing starts threatening the opponent or continues to curse, the referee sends the player off for a 5 minute break.

**Situation 4:** A player is showing signs of frustration and indicates through word, action or body language that they will get revenge, the referee sends the player off for a 5 minute break.

**Situation 5:** A player gets called for a foul and complains to the referee. This escalates and the player gets angry and continues to complain, the referee sends the player off for a 5 minute break.

**Situation 6:** The referee determines a player needs a 5 minute break, the referee sends the player off for a 5 minute break.

**Situation 7 (SWSA only):** After the game has started, a player is discovered without shin guards. The player is sent off for 5 minutes and cannot return without shin guards. The purpose of this send-off is to eliminate

the repeat offenders that try to get away with not wearing their shin guards. Be sure to look over all players for correct equipment before blowing the whistle to start any match. This will avoid having to invoke this rule for all starting players.

### **Addendum 2: WSASA Player Card Protocols**

Players participating in SWSA or Ballyhoo FC matches must have one of the following to participate in the match. This is pretty black and white and there are no exceptions.

1. A plastic player card issued by WSASA that is current and NOT expired. If a player hands you an expired card, verify that the "Issue Date" is at least a year old as there are occasional errors with the expiration date. These will be very obvious. If it is indeed expired (expiration date has past and issue date is over a year old), bend the card in half multiple times and hand it back to the player. Do NOT allow the player to participate in the match. No exceptions.
2. A WSASA player card renewal receipt that is not expired. This must be accompanied by a legal form of picture identification such as a driver's license, Washington issued ID, passport, etc. If there is no picture ID or the ID is suspect (expired or does not look official), do not allow the player to participate in the match unless you know the player's name. Renewal receipts are good for 30 days. If it is expired, hand it back to the player and do NOT allow them to participate in the match. NO exceptions.
3. A Temporary WSSA Player Card. This is a 4.5 inch by 5.5 inch paper card and is good for only 30 days. This must be accompanied by a legal form of picture identification such as a driver's license, Washington issued ID, passport, etc. If there is no picture ID or the ID is suspect (expired or does not look official), do not allow the player to participate in the match unless you know the player's name. Temporary cards are good for 30 days. If it is expired, hand it back to the player and do NOT allow them to participate in the match. NO exceptions.
4. A player card verification from the WSASA website. This is only good one-time and cannot be a picture on a cell phone. It can be shown on the cell phone but must be from the website (not a picture of the webpage). So players can use this function at the field the day of the game only. No pictures and hardcopies must be same day (if there is no date on the verification, it is invalid).

There are no exceptions to this and applies to all players regardless of their position in the organization (e.g. president of SWSA or Ballyhoo FC, referee assignor, etc.). No exceptions. This should make it easier for the referee. If you get complaints, just tell them that this is a directive from SWSA or Ballyhoo FC (whichever league you are working).

The reason why a picture of a player card is not allowed is because that player may have had their card confiscated and revoked by WSASA. If the player is allowed to participate and some issue comes up, WSASA/USSF insurance may be null and void.