

NEW REFEREE CHECKLIST #2

THINGS TO DO BEFORE EVERY GAME

Get to your assigned field at least 20-25 minutes before the scheduled kickoff:

- Be dressed in your uniform and **LOOK PROFESSIONAL** (can wear your warm-ups over your Yellow jersey).
- Introduce yourself to the Coaches:
 - Example: “Hi, I’m ____ and I’ll be working your game today. I will count on you to help me with any possible sportsmanship issues with the players, parents, fans or teams. Have a good game!”
- If required by the league, obtain a Player Roster and Cards from the Coach and check off the players on the roster.
- Check Player Equipment:
 - No watches, earrings, bracelets, necklaces or jewelry;
 - Make sure all players are wearing shinguards;
 - Keeper has a different colored jersey or penny;
- Check the Field:
 - Goals are anchored / secured (will not tip over on players). If not, ask home team coach to correct;
 - Inspect / fix any issues with the nets on the goals. If problems, ask home team coach to correct;
 - Inspect the lines on the fields and around the Penalty Area;
 - Anything that could potentially endanger a player (rocks, sticks, hard water bottles, ...) is off the playing field;
- Obtain the right size game ball (make sure it’s adequately inflated for the level of game).
- Make sure both teams are on the same side of the field and that their gear and equipment is at least 10 yards away from midfield in their team bench area.
- Parents and spectators should be on the opposite side of the field and about 5 yards away from the touchline.

5 Minutes Before the Scheduled Kickoff:

- Call the team captains to midfield and ask the teams to clear the field and get ready to start.
- Ask the Captains to serve as leaders of their teams and display good sportsmanship.
- Do a coin toss.

1 Minute Before the Scheduled Kickoff:

- If cold & wearing warm-ups, make sure your Referee Shirt is worn over your warm clothes.
- Blow your whistle a couple of times to signal the teams to take their positions.
- Take the game ball with you to midfield.