

ABASA Game Day Procedures for Referees

Most Important. Be in communication with the teams' captains from start to finish. This will head off most problems that can occur before, during or after the match.

Checking in Players. This is very important. All players on the roster will have a valid form of picture ID with them. When checking in players they will present this and their number will be written upon the roster that will remain with the referee. This not being done will result in the referee losing future assignments as the referee. Merely collecting roster is insufficient. Captains will report when the referee does not check IDs against the Match Roster.

What if captains do not have their roster? Captains can access their roster online. Once done they can email it to you from their phone at the site. Following this, the captain writes the names of their players on a piece of paper and the normal checking in procedures follow. Verification can occur once the referee opens the email and verifies that what was written down is correct.

Staying on Schedule. This is important. Ideally your match should end roughly 10 minutes before the next match is scheduled to begin. Since referees will usually have games following the present one, staying on time is important. This requires that first and foremost the referee arrives at the field on time. Ideally 30 minutes before kick-off (20 minutes is pushing it). If coming from another game, you may want the crew to know that you may be running on a tight schedule and they should proceed with checking in players.

What if a team is late? Check players in as efficiently as possible. If players are running late, tell the captains to have their players present their ID to the nearest AR upon arrival. These will be collected, the roster will be verified at halftime, and IDs will be returned at that time. If there are at least 7 players eligible to play at the scheduled kick-off time, Start the Game. Others will get checked in as described above.

Should you shave time to stay on schedule? Ideally, No! However, there may be instances where this happens. Such as an injury that requires medical attention to arrive, dealing with a prolonged mass confrontation, or a team that is waiting for the minimum number of players to arrive. If done, it is important that both captains are informed about what is happening. If considering shaving time, start with the halftime interval. Games starting later than 15 minutes beyond the scheduled time are subjected to being shortened or forfeited. This needs to be communicated to the captains. If one team is on time and the other is not, make sure that captain whose team is on time is fully okay with the time adjustment made. Do not put them in a position where they may feel pressured to go along with the adjustment. In other words, talk with them privately about this adjustment. They may want to take the forfeit.

What if a team is dawdling? After whistling for the teams to take position and they are dawdling to do so, the crew assumes their starting position. After a minute, signal with your whistle, point to your watch and start it. Hopefully this will put the teams on full notice that time is now running. When teams are ready, start the match with a second whistle.

During the Game.

It is important that the crew conducts themselves in a professional manner throughout the match. There is a good bit of informality amongst the players during these games, but this should not affect how the crew interacts with the players. This is especially true when misconducts are being dealt with. Your verbal as well as nonverbal communication is on full display, so keep it dispassionate and professional.

What if the lights go off or are not on? Stay in communication with the captains. It usually takes a phone call or 2 to correct this situation. Do not leave the site. This is especially true if your game is the last of the day/night.

What if you are accused of being prejudice? This is a perception problem. Both the player and the referee are dealing from a position of inadequate knowledge, from limited perception of the other person. The solution lies in how you relate to the players on the field. Listen to them and consider what they are saying. Be approachable. Don't immediately react. Be aware of how you communicate both verbally and nonverbally. Stay with the facts of the game and don't generalize what folks may be bringing to the table. Make a simple statement of what went into your decision, but don't engage in debate. Say, "I hear you" then walk away. It doesn't matter who wins the argument, it only matters how the referee ends it. If dissent becomes public and provocative, first calmly listen, then calmly explain why you are giving the caution for dissent. These cards are best given with some deliberation by both parties in order to keep situation from deteriorating from bad to worst.

Weather-related Policies. Lightning/thunder policy. NCASA policy calls for waiting 30 minutes after the last strike or thunderclap before starting or restarting the game. During this time be in touch with both captains. Do not leave the site. If both captains leave and you know this because they have told you they are leaving, then you can leave.

What about other weather-related situations? We have a number of other situations up here in the mountains, i.e., snow, wind, poor air quality. If these situations are looming, check your arbiter and/or the ABASA website. We will do what we can to update these as soon as we know what is happening.

What if the field becomes unplayable in the course of the game? Unplayable fields are a safety concern. Again, be in communication with the captains as the situation deteriorates. Standing water is the most common situation to abandon a match, but high winds, snow and ice as well as others that I cannot currently imagine may occur as well. When in doubt, talk with the captains.

Immediately After the Game. Ideally this is 10 minutes before the next match starts. After the game, confirm the score and any player who received a card with each captain. It is important that the players who received cards are reported to that team's captain (the other captain has no need for that information).

What if the team want to unload their frustrations on you at this time? Be professional. Perform your duty to report the score and carded players. Listen, but don't try to get the last word since this only exacerbates the situation and move on.

Completing Match Reports. This is important. Talk with your crew after the match or while writing your match report to get a good picture of what you are reporting. Do write this within 48 hours of the conclusion of the match. If not done, fines can be implemented. Besides the score and the names of carded players (simply reporting a player's number is insufficient), report any serious injuries, the names of players who are sitting out a match to serve a misconduct sanction, and any other situation that are unusual and/or disturbing. **BE ACCURATE!** Your report is the official record of the match so do your due diligence in completing your match report.

CoEd Division slide tackling rule. This is unique to the CoEd Division and does not apply to other Divisions. A player should not slide feet first in the vicinity of a opponent. This is considered Dangerous Play and the restart is an Indirect Free Kick. If contact is made with the opponent, the minimum sanction should be a Caution.

What if the goalkeeper slides feet first? When this policy was originally formulated the goalkeeper was included in this ruling. They can slide with their body perpendicular to the attack, but no feet first attempts at making a save.