

Kansas Rush Referee Guidelines

Welcome to being a referee with Olathe Rush Soccer Club! Please read and study these guidelines with your parents. Feel free to contact us should you have any questions.

1. Goals for referees:

- Have fun
- Learn soccer
- Improve your referee skills through our clinics and personal assessments
- Make money
- Look professional (dress according to our guidelines; covered on page 2)
- Be responsible - it is your job
- Referee in a family friendly and emotionally safe environment

2. Equipment



Whistle: Fox 40. \$4.00-\$7.00 or free one from Rush



#1408

Watch: Digital minute and second timekeeping.



Rush referee shirt: Pick up at referee meeting or before first game.

Black shorts.

Tennis shoes (preferably black).

Hydration and snacks.

Dress weather appropriate.



REFEREES

Kansas certified referees. (<http://www.officialsports.com/>). Dress with required complete uniform shoes, socks, shirts, current badge, cards, coin, and game cards. If you are not Kansas certified, please dress with the above requirements.

3. Referee pay

U6	\$ 10
U7	\$ 12
U8	\$ 14

If you are a new referee, please complete any paperwork required by Rush. Paychecks are sent out every two weeks and we must have a current year W9 on file for referees to get paid.

4. Expectations

Signing up for games.

- A. We will notify you by email when the schedule will be posted. First come - first serve. We do this to make your referee schedule convenient for you and your family.
- B. If referee slots remain open or there are cancellations, we will notify you of openings by phone or email.
- C. Please check your email regularly for scheduling changes. We will work hard to best accommodate everyone's availability and schedules.
- D. You must put down your cell or family phone number. Your sign up is NOT complete unless you fully complete the requested information. We are not able to contact you unless your phone number is provided.
- E. We are committed to helping you learn and progress in your referee skills. We want you to be successful. We will give you regular live game feedback as you referee. We can help you assess whether you are "ready" to referee more difficult games. Do not sign up for more difficult games until you first get our direct permission.

Following up on your commitment to work.

- A. When you sign up for games, you are committing yourself to those games, just like saying you agree to work at a job at a certain day and time - unless you have an emergency, things come up unexpectedly, or you are sick. If you do not work your games like you said you would, you take games away from other referees who could work. You put Rush in a last minute bind.
 - B. Be present and at minimum 20 minutes early for your first game. Please sign in at the Ref Check In (by the concession stand) when you arrive. This way we know you are present or on the way.
 - C. Like any other job, Rush expects you to be signed in and on the field ready to go to work at least 15 minutes before your game (so get here 20 minutes early). If not, we will be calling you.
 - D. If you are not present and ready to start your game around game time, we will assign another referee to start your game. You may lose your first half or full game pay.
 - E. If you have a habit of cancelling your assigned games or you are continually late for your games, you may be suspended from refereeing further Rush games.
 - F. PLEASE MAKE SURE YOU FILL OUT YOUR GAME CARDS! We cannot pay you if we do not know how many games you worked. We will teach you how to fill out game cards properly.
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REFEREES

Problems with coaches or parents

We want you to have fun and referee in an emotionally safe, family friendly, fun, low-key environment. The coaches are responsible for themselves and for each of their parents. Coaches, parents and players are specifically asked by Rush not to comment, criticize you or to give you referee advice. Instead they must communicate with Rush (Field Marshall). If you experience any problems with coaches, parents or players, please immediately inform the Field Marshall on duty. If you are having problems with people before help arrives, you are allowed to stop the game and wait until help arrives.

Rules of play

Please study and learn the specific Rush rules for U6, U7, U8, U9, & U10 recreational games.

Hand Signals

Please study the pictures below. These are basic hand signals you MUST use. They help you learn to referee. They help players, coaches and players know what to do next.

Whistles



The whistle is your friend when you use it correctly to help you manage your game. It also lets players, coaches and players know what to do next. Whistle loud so people can hear you!

One loud burst:

Kickoff (start the game again)

Foul (we have to stop the game because of a foul)

At the end of substitutions (we can start the game again because the substitutions are complete).

You start play again for any other reason (you have stopped play setting a wall, play is stopped for an injured player and another player substitutes in, etc.)

Two loud bursts: The first half is over

Three loud bursts: The game is over

Four or five quick bursts:

Somebody is doing something wrong. I am using my whistle to get everyone's attention and correct the situation (the wrong team is throwing it in; it is a corner kick instead of a goal kick; a child has run on to the field; players are too close to the ball or on the wrong side of the field, too many players on the field for a team, etc.).

Attitudes

In addition to "I want to make money," Rush would like our referees to have the following mindset:

"I want to have fun"

"I want to learn more about soccer"

"I want to learn be a better referee"

“I will make mistakes. It helps me get better. I will learn and move on.”

“I will respect other people”

“I want to be here”

“I will hustle more than the players and coaches”

“I will get help if I need it”

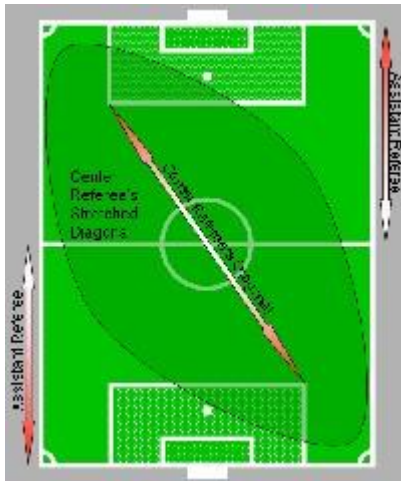
“I will be patient and courteous”



Field movement

Kickoff. Stand on the left side of the ball. Behind the ball. Outside of the center circle.

During play. As a center referee we will focus on the “Referee Diagonal” . YOU MUST STAY ON THE FIELD AT ALL TIMES UNLESS TO FIRST HELP THE YOUNGER PLAYERS.



During play.

Throw ins. On the field. Away from where you think they will throw the ball in (landing zone).

Goal kicks or free kicks after fouls. Stand in the “landing zone” close to where you think the ball is going to land, but out of the way of play.

Corner kicks. Facing the goal, outside the penalty area, left side near the penalty arc.

Helping players.

With U6 and U7, we are used to chasing balls out of bounds, standing next to the throw ins, and where the goal kicks and corner kicks start. You can do this sparingly at the beginning of each season to help the players. However, remember, the coaches are first responsible for these things. As each season progresses into later weeks, the main responsibility for teaching the game must be upon the coach. Kids don't learn the game if we do things for them.

We can help them by using proper hand signals.

We can help them by showing them a throw in or helping them place the ball correctly. Show them where to place the ball or how to do something, tell them to wait, and then when you are in your right place, whistle (1x) for the game to start again.

We can help them by talking with them: "goal kick", "corner kick", "blue throw in".

Communicate and work together with the coaches to help the players learn the game and have fun.

Required Hand Signals

Center Referee Signals

When	Signal	Also can say for younger players only and <i>whistle</i>
Kick off	Arm up parallel to touch line	<i>One burst</i>
Indirect or direct kick restart for any reason (wall, injury, substitution)	(Anywhere above level up to about 45 degrees.)	<i>No whistle, unless you have stopped play after foul</i>
Throw in	Same	"Blue throw"
Corner kick	Arm up 45 degree in direction of a corner	"Corner/corner kick"



Goal kick	Arm level point to goal area	"Goal kick"
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After a Goal	Arm level point to center circle	
Half time		<i>2 bursts</i>
Game over		<i>3 bursts</i>
Penalty kick restart	Arm level point to goal	One burst



Indirect kick restart
(after signaling location
play and direction)

Arm straight up

*No whistle, unless
you have stopped
for any reason (wall,
injury, substitution)*

Offside (after signaling location of restart)



Referee education and support

For U6, U7, and U8, no Kansas certification is required. Rush provides you regular on site, live game assessment and support.

For U9 and U10, Kansas certification is required. For certification requirements and classes, see <http://www.kansasreferee.org/instruction/newreferee>.
