

Loudoun Soccer Preseason Referee Meeting *Fall 2026*

Today's Agenda

- All Referees (45 min)
 - Fall Reminders
 - Uniform Requirements
 - Referee Code of Conduct
 - Mentoring
 - Continuing Education
 - USSF Referee Abuse Policy
 - 8 Sec Rule
 - DOGSO

- New Referees (45 min)
 - Getting started
 - Allowing yourself room to learn
 - Tips to navigating your first weekend
 - How to get games and get paid!
 - Q&A



Standard of Dress and Appearance

CLASSIC UNIFORM

SHIRT

- Long or short sleeve
- Yellow with black pinstripes
- Men's or women's

BADGE

- U.S. Soccer Federation with current year (securely fastened to shirt over left chest).
- The badge should be for the highest grade for which the referee is currently qualified

SHORTS

- Black shorts
- Bottom edge of shorts not less than 3 or more than 7 inches above the top of the knee cap

SOCKS

- Black socks
- U.S. Soccer Federation Referee Program 2-stripe socks

SHOES

- Black shoes
- Black laces (may have white manufacturer's design)



Code of Conduct

USSF CODE OF ETHICS FOR REFEREES

I will always honor an assignment or any other contractual obligation

- Turnbacks – Less than 3 days is considered a late turnback (possible ½ game fine); emergencies are excepted
- No Shows – Full Game Fine / Possible Suspension
- Repeat Offenders will be removed from Loudoun Soccer assignments
- Completion of Game Reports and required documentation – Fines / Suspensions



All Referees | Mentoring

- Certified USSF Mentor Cadre & Senior Adult Officials
- Mentors...
 - HELP you work on parts of your game to move up to more challenging (and rewardi levels
 - ANSWER questions you have at the fields during or after matches
 - RECONGIZE strong performance
 - ENCOURAGE you to learn and expand your referee skills
 - PROVIDE a refereeing resource you can use throughout your career
- Good reasons to ask for a mentor (again, refdc@loudounsoccer.com)
 - You're new and you're not feeling comfortable yet
 - You have some specific areas of officiating you're trying to improve
 - You want to work higher level matches now or in the future





REPORTING ABUSE

We understand the vast majority of players, coaches, and spectators already do the right thing. A small minority hurts the game for the rest of us – but it's up to all of us to uphold the integrity of the game. **With the updated policy, players, coaches, and spectators are encouraged to report abuse. The penalty framework only take effect if abuse is reported. We're asking you to do your part to support referees by reporting any instance of referee abuse.**



PENALTY OVERVIEW

The Penalties Matrix defines consequences associated with physical and non-physical offenses against Referees.

NON-PHYSICAL OFFENSES of gross misconduct, abuse, and / or assault

NON-PHYSICAL*	MIN. GAMES	TIME
Insulting, Belittling, Insinuating or Taunting Behavior Undermining Referee Authority	2	
Harassment, Intimidation, Retaliation, Abusive, or Threatening (Non Physical) Language	4	
Aggression, Attacking, Derogatory, Cyberbullying, Doxing or Threatening (Physical / Violence) Language	6	6 - 24 Months
Offensive or Discriminatory Act	10	12 - 24 Months

PHYSICAL OFFENSES of gross misconduct, abuse, and / or assault

PHYSICAL*	MIN. GAMES	TIME
Minor or Slight Deliberate Touching	3	1 - 6 Months
Pushing, Grabbing, Pulling, Squeezing, Pinching, Lightly Slapping, Use of Object in Non Striking Manner, or Physical Property Damage	10	6 - 24 Months
Hitting, Punching, Elbowing, Kicking, Biting, Spiting, Choking, Tackling, Throwing or Use of Object or Any Part of Body (Forearm, Knee, Head) in a Striking Manner		12 Months - Lifetime

KEY PENALTY FACTORS

- Single offenses are at **minimum the prescribed game penalty or time penalty** for non red zone offenses
- Penalties can be **both game and time depending on severity** / circumstances
- Second time offenders receive **double punishment**
- Third time offenders receive a **lifetime ban**
- More than one offense at the same time is **at least the punishment for the most serious offense**
- Offenses against minors are automatically subject to a **“minor multiplier” resulting in triple punishment**
- **One offense warning per league** to be managed by states and leagues collaboratively
- Game consequences are **inclusive of 1 game penalty for any red cards given**
- Optionality for **50% penalty for first offense from a minor**

Please follow your current reporting structure – updated reporting procedure will be a part of Phase 3.

(*) **Disclaimer:** These are only a few examples of abuse – other actions or statements may also fall into this category.

GUIDELINES



- Understand what does and doesn't constitute abuse – as well as the definitions for the different categories of abuse.
- **Submit written reports of the abuse within 48 hours of the incident if possible. Include the following:**
 - Match details, including team information, age group, score, and date.
 - Detailed description of the incident and the behavior that constitutes abuse.
 - Unedited audio or video clips if available.
- We will be providing details on the appropriate designee to submit reports to, as well as more in-depth procedure for reporting abuse as part of Phase 3 of the policy update. For now follow your current reporting structure.
- **The Competition Authority will review all documents and submit the following to the Member Organization:**
 - All documents, exhibits, and other evidence in the case.
 - Copies of all rules, procedures, and bylaws used to support the charges and conduct the hearing.
 - The notice of charges and/or hearing provided the defendant/appellant.
 - The decision of the hearing body and any appeals decisions.
- **Athletes reported for abuse will have an opportunity to appeal.**



LAWS OF THE GAME CHANGES 2026/27

**U.S. SOCCER PRACTICAL ADVICE
EFFECTIVE JULY 1, 2026**

UPDATED 1 AUGUST, 2026

U.S. REFEREEING WAY



INTRODUCTION

WHAT'S CHANGING · AND WHEN IT APPLIES

The 2026/27 edition of the Laws of the Game introduces targeted changes designed to improve match tempo and clarify referee decisions.

All competitions sanctioned by U.S. Soccer are required to apply the current IFAB Laws of the Game in their entirety.

The resource will walk you through every change, the protocol for applying it, and the U.S. Soccer guidance for the season ahead.

Additional resources can be found in this presentation on **slide 47**.

For more information on the full changes head to www.ifab.com.



EFFECTIVE DATE

JULY 1, 2026

Competitions may implement earlier than July 1, 2026.

Competitions may delay implementation to the start of their next competition.

Officials, coaches and players should confirm with their competition before each match.



QUICK SUMMARY - PART 1

WHAT'S CHANGING AT A GLANCE



LAW 3

Substitution 10-second rule. Outgoing player must leave the field within 10 seconds of the substitution being indicated.



LAW 4

Accessories permitted if not dangerous and safely covered. "Jewelry" terminology replaced by "accessories".



LAW 5

Advantage on an incorrect restart. Referee may play advantage when a restart is taken incorrectly and the ball is in play.



LAW 5

Injured player removed from the field. A player assessed or treated on the field must leave for one minute.



LAW 5

Body cameras permitted as a competition option for referees, ARs and fourth officials.



LAW 8

Dropped ball clarification. Includes the team that would have taken the restart had play continued.



WHAT'S CHANGING AT A GLANCE



LAW 10/14

Accidental double touch at a penalty kick. Confirmed in law, with clear outcomes for match and shoot-out scenarios.



LAW 12

No caution for DOGSO if advantage is played and a goal is scored.



LAW 12

DOGSO considerations now include the location and number of attackers, recognizing their influence on the opportunity.



LAW 15

5-second throw-in countdown.
Excessive delay results in the throw-in being switched to the opponents.



LAW 16

5-second goal kick countdown.
Excessive delay results in a corner kick to the opponents.



OTC

Only the Captain Protocol now implemented across the game, to improve match control.

SECTION 1

MAINTAINING MATCH TEMPO

LAWS 3 · 5 · 15 · 16



MAINTAINING MATCH TEMPO

WHY IFAB MADE THESE CHANGES

Effective playing time is dropping. Across the game, the ball is in play for less and less of the 90 minutes – the rest is lost to slow restarts, stalled substitutions, and players staying down. IFAB's response is collective. Not one fix, but a coordinated set of changes that target the main sources of lost time together. The goal is to raise effective playing time and give the game back its flow.



SOURCE OF LOST TIME

SLOW RESTARTS

Players delaying getting the ball into play from ball-out-of-play situations.



SOURCE OF LOST TIME

DELAYING SUBSTITUTIONS

Slowly leaving the field of play to maximize the stoppage.



SOURCE OF LOST TIME

FEIGNED OR EXTENDED INJURIES

Used for creating tactical breaks in the game.

Each change closes a gap on its own. Together they raise effective playing time and keep the ball in play – building on last season's goalkeeper change.

Practical advice. Understand the why. Effective playing time only rises through a collective effort – and the referee is the one who controls the tempo on the field.



MATCH TEMPO · LAW 15

THROW-IN 5-SECOND COUNTDOWN



PREVIOUS

NO VISIBLE COUNTDOWN

- Delaying a throw-in was managed by referee discretion.
- Caution available for time-wasting, but with no formal time limit.
- Inconsistent application across competitions.



NEW · 2026/27

VISIBLE 5-SECOND COUNTDOWN

- Referee visibly counts down 5 seconds with a raised hand.
- If not taken in time, the throw-in switches to the opponents.
- Countdown can start before the player has the ball.
- Caution only for continued delay after the throw-in is switched.



MATCH TEMPO · LAW 15

THROW-IN 5-SECOND PROTOCOL · HOW TO APPLY IT

- 01** Whistle and signal to indicate the throw-in is to be taken.
- 02** Raise hand and begin the visible 5-second countdown.
- 03** Verbal countdown is optional; the visual signal is the primary cue.
- 04** If the player is in the process of throwing as the countdown ends, do not penalize.
- 05** If delay exceeds the count, switch the throw-in to the opponents.
- 06** Caution only if excessive delay continues after the switch.

Coach the count. The hand signal is the trigger – players, coaches and assistants need to see when the 5 seconds begin so the consequence is never a surprise.



MATCH TEMPO · LAW 16

GOAL KICK 5-SECOND COUNTDOWN



PREVIOUS

NO VISIBLE COUNTDOWN

- Goalkeepers commonly placed the ball slowly with no formal limit.
- Time-wasting addressed by referee discretion only.



NEW · 2026/27

SAME 5-SECOND MECHANISM

- Identical visual 5-second countdown as Law 15.
- If not taken in time: corner kick to opponents on the closest side.
- A stronger disincentive than the throw-in switch.
- Caution only for continued delay after the corner is awarded.



MATCH TEMPO · LAW 15

GOAL KICK PROTOCOL · HOW TO APPLY IT

01 Apply the same protocol as the throw-in countdown.

02 Countdown can start even if the ball is not yet in position.

03 Be aware of a goalkeeper deliberately placing the ball slowly.

04 If the keeper is in the process of kicking as the countdown ends, do not penalize.

05 If delay exceeds the count, award a corner kick to the opponents on the closest side.

06 Caution only if excessive delay continues after the award.

Coach the count. The hand signal is the trigger – players, coaches and assistants need to see when the 5 seconds begin so the consequence is never a surprise.



MATCH TEMPO · LAWS 15 & 16

SUMMARY THROW-IN & GOAL KICK: WHEN TO START THE COUNT

Same mechanic for both restarts – start the count when the ball is available and the team can take it.



THROW-IN

Ball is available and the player can take it. The count can begin before the player has the ball in hand. Do not wait for the players to receive the ball to be in position.



GOAL KICK

Ball is available in the goal area. The count can begin before the ball is placed. Be aware of a goalkeeper deliberately placing the ball slowly.

01

Raise your hand.
The visual signal is
the trigger.

02

Start when the
ball is ready and
reachable.

03

Do not penalize a
player or keeper in
the act of taking
the restart.

04

Use judgment. The
count manages
tempo – it is not a
reason to penalize.



MATCH TEMPO • LAW 3

SUBSTITUTIONS • THE 10-SECOND RULE



PREVIOUS

NO FIXED TIME LIMIT

Outgoing player could exit at any boundary, no defined time limit.

Stalling on the way off addressed only by caution for delaying the restart.



NEW • 2026/27

OFF WITHIN 10 SECONDS

Player must leave within 10 seconds of the board shown or referee signal.

If not: substitute cannot enter until the first stoppage after one minute.

The substitution cannot be cancelled.
Exceptions for injury or safety/security concerns.



MATCH TEMPO • LAW 3

SUBSTITUTION PROTOCOL • APPLYING THE LAW

01 10 seconds begins when the board is shown or the referee signals the change.

02 Player must leave at the nearest boundary unless directed otherwise.

03 Multiple subs: all must leave within 10 seconds of the last sub indicated.

04 Play restarts regardless of whether the outgoing player has left.

05 If 10 seconds is exceeded, the substitute enters at the first stoppage after one minute.

06 Substitution cannot be cancelled – the outgoing player does not return.



MATCH TEMPO • LAW 3

SUBSTITUTION • EXCEPTIONS

Injury, head/medical assessment or safety/security situations override the 10-second window – manage as normal.



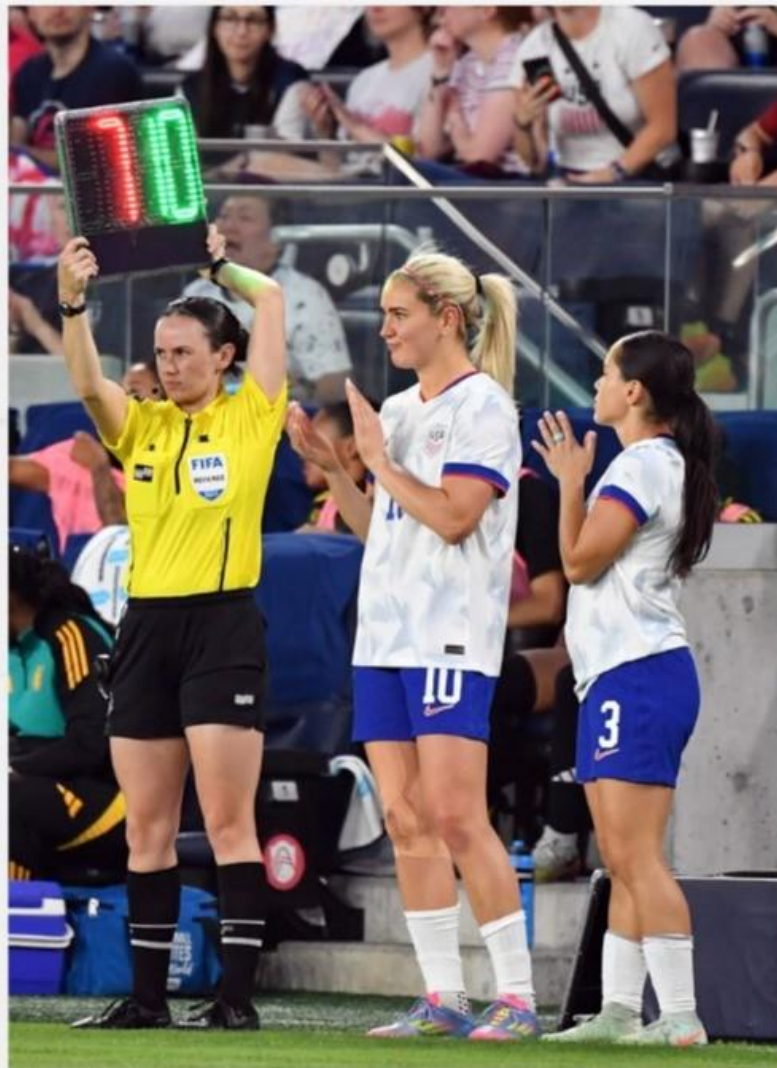
INJURY



HEAD / MEDICAL ASSESSMENT



SAFETY / SECURITY





MATCH TEMPO • LAW 5

INJURED PLAYER OFF THE FIELD • ONE MINUTE



PREVIOUS

PLAYER RETURNS WHEN READY

Player assessed or treated on the field could often return immediately.

Created incentive to feign or extend injury to stop play.



NEW • 2026/27

OFF FOR ONE MINUTE

Outfield player assessed or treated on the field, or whose injury stops play, must leave.

Player remains off for one minute (running clock) after the restart.

Re-entry from the touchline if the ball is in play; any boundary if out of play.

Re-entry requires referee permission.



MATCH TEMPO · LAW 5

WHEN THE ONE-MINUTE DOES NOT APPLY

01

Goalkeeper is the injured player.

02

Goalkeeper and an outfield player collided and both need attention.

03

Two players from the same team collided.

04

Severe injury requiring immediate treatment, including cardiac or other life-threatening events

05

Player injured by an opponent who is cautioned or sent off.

06

Penalty kick awarded and the injured player is the kicker.

07

Player indicates no medical attention is required.

08

Player voluntarily leaves the field without delaying the restart.

Apply judgment. The exceptions protect player welfare and fair play. When in doubt – particularly with head injuries – manage for safety first.



MATCH TEMPO • REFEREE MINDSET

REMEMBER • PACE

Four areas where referees actively manage match tempo under the 2026/27 changes.

P

PROMPT RESTARTS

Throw-ins and goal kicks now have countdowns. Manage the clock. Keep the game moving.

A

ACCELERATE SUBSTITUTIONS

Players must leave within the time limit. No delays at the touchline.

C

CLEAR INJURIES

Injured players exit promptly. No extended treatment on the field of play. Player safety is still the priority.

E

ENFORCE THE LIMITS

Referee actively manages time. Communicate clearly. Apply sanctions when needed.

Set the PACE. Control the tempo. Manage the match.



MANAGING MATCH TEMPO REMEMBER THE TIMINGS

The new time limits referees enforce under the 2026/27 changes.

5-5-8-10-1

THE **SECONDS** – AND ONE **MINUTE** – TO REMEMBER.



5

SECONDS

GOAL KICK



5

SECONDS

THROW-IN



8

SECONDS

GOALKEEPER HOLD



10

SECONDS

SUBSTITUTION



1

MINUTE OFF

INJURY

Know the timings. Manage the tempo. Keep the game moving.

SECTION 2

DOGSO AND MISCONDUCT

LAW 12



DOGSO & MISCONDUCT · LAW 12

NO CAUTION FOR DOGSO · IF THE GOAL IS SCORED



ADVANTAGE PLAYED · GOAL SCORED

NO CARD

Rewards attacking play. Applies equally for handball where a player tries to stop a goal with hand or arm and the advantage results in a goal.



ADVANTAGE PLAYED · NO GOAL

STANDARD DOGSO CAUTION

If a goal does not materialize, the offence is dealt with as it was previously – a caution for the DOGSO offence stands.

SFP or violent conduct still red. A red card applies regardless of whether a goal is scored if the offence is serious foul play or violent conduct.



DOGSO DECISION FRAMEWORK • DDDC+A

D

DISTANCE

Distance to goal. How far from the goal did the offense occur?

D

DEFENDERS

Number and position of defenders. Can they recover to intervene?

D

DIRECTION

Direction of play. Is the attacker moving toward goal?

C

CONTROL

Control of the ball. Does the attacker have or can they gain control?

THE CORE TEST. If ANY of these creates doubt → NOT OBVIOUS → CAUTION (yellow card).

+A • ATTACKERS

Additional consideration. Number and position of attacking players. Does not change the initial DDDC assessment. Consider the number and position of additional attackers. They may affect whether the opportunity is obvious, but the four core DOGSO considerations still apply.

KEY PRINCIPLE

DDDC must be satisfied first. The A provides additional context but does not override doubt in the core test.

SECTION 3

OTHER CHANGES

LAWS 3 · 4 · 5 · 8 · 10 · 14



OTHER CHANGES · LAW 4

ACCESSORIES · SAFETY, NOT TERMINOLOGY



PREVIOUS

"JEWELRY" PROHIBITED

- Term focused on the item rather than the risk.
- All jewelry had to be removed, with limited room for judgment.



NEW · 2026/27

"ACCESSORIES" · RISK BASED

- Term "jewelry" replaced by "accessories".
- Permitted if not dangerous AND safely / securely covered.
- Dangerous items must be removed entirely – no covering option.
- Applies to all match participants, including match officials.
- Referee's judgment is final.

OTHER CHANGES · LAW 4

ACCESSORIES – EXAMPLES



PERMITTED EXAMPLES

Not dangerous, and safely and securely covered.

- ✓ Medical alert bracelet, taped flat to the skin
- ✓ Religious item worn under the kit and secured
- ✓ Soft fabric or rubber wristband, no hard edges
- ✓ Smooth wedding band, taped over
- ✓ Fitness trackers worn during play secured via a vest under the playing shirt



PROHIBITED EXAMPLES

Dangerous, or cannot be made safe.

- x Earrings or studs, including taped-over earrings
- x Rings or bracelets with stones, prongs, or hard edges
- x Necklaces or chains that cannot be safely covered
- x Smartwatches or watches

Note: Match officials' watches and timing devices form part of their required equipment and are not affected by these restrictions.

THE TEST Is it dangerous? Can it be safely and securely covered? If it stays a risk, it comes off. Same standard for players and officials, grassroots to national – referee's judgment is final.

SECTION 4

ONLY THE CAPTAIN PROTOCOL

LAW CHANGE & PRACTICAL APPLICATION



OTHER CHANGES • REMINDER

ONLY THE CAPTAIN • BECOMES COMPULSORY

Introduced as an optional measure in 2025/26 to support referee management and on-field communication.



2025/26 - NOW

OPTIONAL

Continue to apply as directed by your competition.
Some competitions adopted it last season; others have not.



FROM JULY 1, 2027

COMPULSORY

All competitions must implement the captain-only protocol from the 2027/28 season onwards.

U.S. Soccer. Requires implementation for all competitions commencing after 1 July 2027.



OTHER CHANGES • ONLY THE CAPTAIN

ONLY THE CAPTAIN • KEY NEW CONCEPTS

The protocol gives the referee a tool to prevent mobbing – without shutting down the normal communication that keeps the game calm.



THE PURPOSE

PREVENT MOBING

To stop players surrounding or crowding the referee, the referee can implement "Only the Captain".



STILL ENCOURAGED

NORMAL INTERACTION

Normal interaction between players and the referee remains important – it builds transparency and reduces frustration or conflict.



STILL PUNISHED

DISSENT IS CAUTIONED

Any player – including the captain – who shows dissent by word or action is still cautioned with a yellow card.



OTHER CHANGES • ONLY THE CAPTAIN

ONLY THE CAPTAIN • IDENTIFYING THE CAPTAIN

When the goalkeeper is the captain, an outfield player is nominated to approach the referee in their place.



BEFORE KICK-OFF

NOMINATE A PLAYER

- The referee must be informed before kick-off – no later than the coin toss – which player is nominated to approach the referee instead of the goalkeeper.



DURING THE MATCH

ONE VOICE ONLY

- Only the goalkeeper or the nominated player may approach the referee – not both.
- If the nominated player is substituted or sent off, another player must be nominated.

Goalkeeper-captains. The goalkeeper stays in position – the nominated outfield player carries the conversation with the referee.



WRAP-UP

KEY TAKEAWAYS

01



MATCH TEMPO

Referees are the conductors of the game. Throw-in and goal-kick countdowns, the substitution time limit, and the injury one-minute law give us more tools to manage tempo.

02



FOULS & MISCONDUCT – DOGSO

More options to let the game flow. Read the context before stopping or punishing. No caution when advantage is played and a goal is scored.

03



ACCESSORIES

Safety focus, not terminology. Permitted if not dangerous and safely covered; dangerous items removed.

04



PROTECTING MATCH OFFICIALS

Protecting referees and building respect. Only the captain may approach the referee on key decisions, reinforcing the importance of the official and clearer on-field communication.

Returning Referees | Questions?



New Referee Info



4/2/2

New Referees | Club Expectations

- Welcome to the best team on the field!
- What we expect you to get right: safety
 - Goals anchored and weighted
 - No jewelry
 - Thunder and lightning policy
- What we expect you to get wrong: everything else
 - Give yourself permission to make mistakes. It's the only way to get better
 - Do your best to prepare
 - Tell your crew you're new
 - Self-assess and, if you suspect you've gotten something wrong, use your resources
 - Your crew
 - Referee friends or mentors
 - LOTG online
 - ROCs online
 - Send us emails!



Best Games for New Youth Refs

- Center Referee for GRK-GR4 (u6 - u10)
- Assistant Referee for GR5-GR7/8 (u11 - u14)

- GRK to GR7/8 in Ashburn & Western Loudoun
 - Barry Hunt - bhunt@loudounsoccer.com

- GRK to GR7/8 in Leesburg & South Riding
 - Jim Kennedy – jtkennedy@loudounsoccer.com

- GR7/8 (MS) and older rec, travel, adults
 - Tammy Mitchell – refassignor@loudounsoccer.com



Getting Game Assignments

- Three steps to getting game assignments
 - Request games in Assignr.com
 - Email the appropriate assignor listing the date, field & time of games requested.
 - If assigned games, accept within 48 hours
- Be patient while the assignors review the requests
- You will not get everything you request
 - We need to be fair with assignments
 - Your requests may not fit your abilities
 - Similar games on nearby field
- More on requesting game in later slide



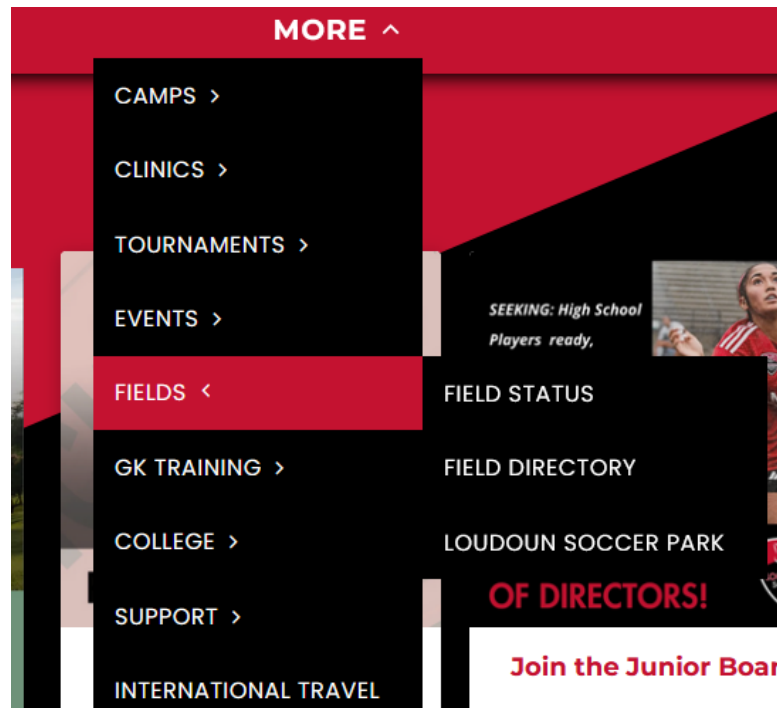
Turnback of Games

- This is a JOB ... Please take it seriously and be professional.
- Email assignor
 - As soon as you can
 - Less than 3 days notice is a late turnback
 - Injury or illness is an exception
 - Could be fined for late turnback (half of game pay)
- No show
 - Not showing up for game and not telling anyone
 - Will be fined (all of game pay)
- COMMUNICATE



Game Day

- Check field directory (maps)
- Check field status & closures
- Arrive 30 minutes before game
- Have your assignment info handy
- Have assignor's contact information
- No-show teams – 15 minute rule



Fields

FIELD STATUS

Field Status

Last Updated: 2 SEP

Arcola ES

OPEN



Balls Bluff ES

OPEN



Bles Park

OPEN



Blue Ridge MS

OPEN



Bolen Park

OPEN



FIELD DIRECTORY

Arcola ES

41740 Tall
Cedars
Parkway
Aldie Virginia

GRASS

[View Field Map](#)

[Get Directions](#)

Hanson Park

23401
Hanson Park
Drive Aldie
Virginia
United
States 20105

Field 1
& 2:
TURF
All
Others:
GRASS

[View Field Map](#)

[Get Directions](#)



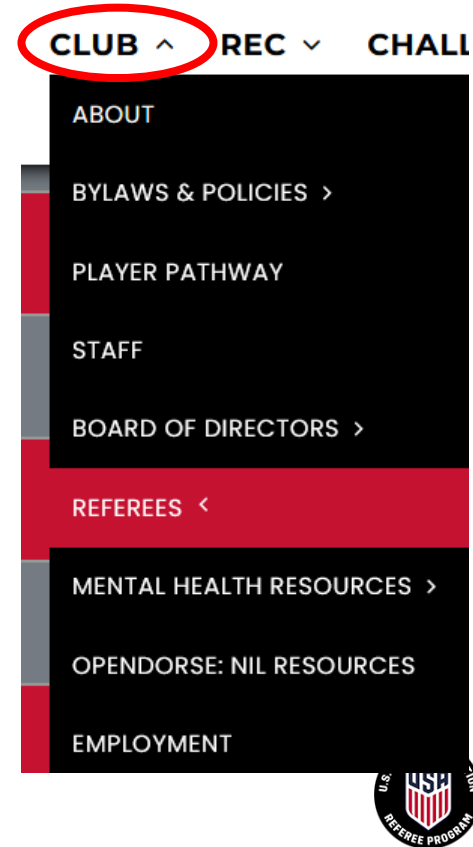
Other Items

- Mentoring available
 - New Referees
 - Moving up to older games
 - Let your assignor know you want a mentor
- Don't be afraid to centers younger games (GRK to GR4)
- Goals must be anchored
- Weather rules (thunder and lightening)



Pay

- Pay & Bonus
- Spring & Fall
 - Every two or three weeks
 - Bonus in last payment for the season
- Assignr – must complete to be paid
 - W-9 Form
 - Bank Account
- New Refs – extra \$50 for 6 bonus points
- Center Refs – game reports within 48 hours



Pay Rates & Bonus Amounts

Rec and Rec-CH			
Age	Center	Assistant	Bonus
GRK (u6)	20	--	0.50
GR1 (u7)	20	--	0.50
GR2 (u8)	20	--	0.50
GR3 (u9)	30	--	0.50
GR4 (u10)	30	--	0.50
GR5 (u11)	45	20	0.75
GR6 (u12)	45	20	0.75
GR7: 7v7	45	20	0.75
GR8: 7v7	45	20	0.75
MS: 11v11	50	25	1.00
u16	57	32	1.25
u19	65	40	1.25

NCSL			
Age	Center	Assistant	Bonus
u9/10	60	--	0.75
u11/12	70	--	1.00
u13/14	70	35	1.00
u15/16	80	40	1.25
u17-u19	90	45	1.50
Referees who officiate 25 or more NCSL games in a season are eligible for an additional \$200 bonus from NCSL			

Bonus	
Points	Amount
6	70
10	90
15	120
20	150
25	180
30	215
35	250
40	290
45	330
50	370
55	410
65	450
75	500
85	550



Select your name top right, then My Account

Personal Information

Travel Restriction	None	[Edit]
Email	mitchellbd3@gmail.com ✓📧	[Edit]
Email	Add an Email Address	
Account Login	bmitchell5 (Brad Mitchell)	
W9	On File	
Bank Account	On File	
Account Key	You can use your Account Key to ask an assignor to add you to their site as an official. Just share this link: https://app.assignr.com/q/account/d62e8308... Copy to Clipboard	

Edit Change Password Enable 2 Step Auth API Access

 Brad Mitchell (bmitchell5) ▼



Brad Mitchell

 My Account

 Messages

Edit:

- Phone numbers
- Address
- Emergency contact
- Date of birth
- Picture

SAVE at the bottom



Assignr.com



Question mark, View documentation

- Request Games
 - Follow-up with an email to the appropriate assignor
 - Date
 - Field
 - Time
 - Position
 - Other options if requested games not available
 - Accept/decline the games quickly (48-hours or they auto-decline)
- Help Wanted emails



Requesting Games

- Games, All Unassigned Games

> Filter Games:

Start Date

 Apr 1 2024

End Date



Venue

Choose Venue

Sub-Venue

Choose Sub-Venue

Game ID

Age Group

Rec: GR6 (u12) x

League

Rec x

Gender

Choose Gender

Game Type

Choose Game Type

Home Team

Choose Home Team

Team

Choose Team

Assignor

Choose Assignor(s)

Game Status

Active x

Show/Hide Unassigned Games

Show Only Unassigned v

 Apply Filter

x Clear Filter

 Save Filter



Requesting Games



Sat Apr 6 2:45 PM

**@ Bolen Park 20-21
20**

✓ R: Assigned

○ AR: [Request It](#)

○ AR: [Request It](#)

Rec: GR5 (u11): GR5BCHLEEPURC Hasenei [Home] vs. GR5BCHSRC Alvarado [Away]

B, Rec, Challenge

Assignor: Jim Kennedy



Sat Apr 6 1:15 PM

**@ Loudoun Soccer
Park
Micro 04**

○ R: [Request It](#)

Rec: GR2 (u8): GR2BLEE B FRESHWATER [Home] vs. GR2BSR F LAZAREVICH [Away]

M, Rec

Assignor: Barry Hunt



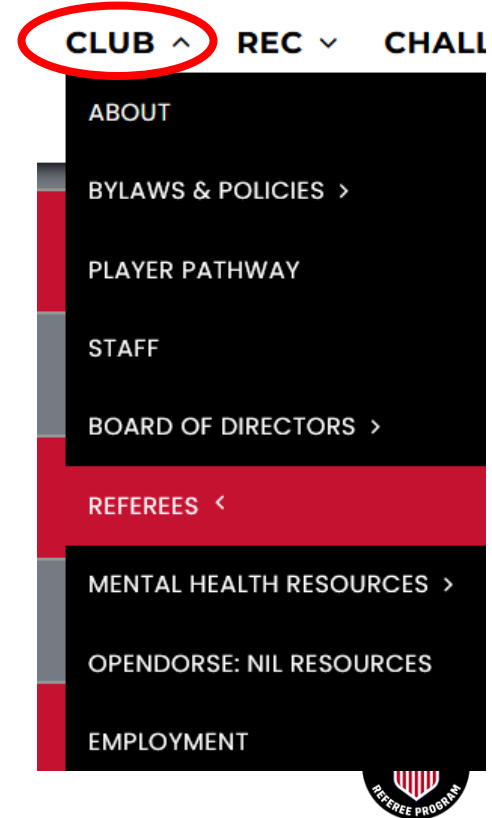
Mobile App

- Profile
- Games
- Availability
- Directory of Officials and Assignors
- Game Reports
- Announcements
- Financials (payments)



Summary

- Stay informed
 - <https://www.loudounsoccer.com/referees>
 - Announcements in Assignr
 - Bottom of home page
 - Button at bottom of App
- COMMUNICATE
- Include first and last name
- Have fun
- Questions?



New Referees | Common Mistakes To Avoid

Center Refs

- Be early
- Set out all gear the night before
- Walk the field
- What must be fixed: safety
 - Unweighted goals
 - Dangerous field condition
 - Jewelry
- What is optional
 - Properly lined fields and mowed grass
 - Corner flags & nets
- Blow your whistle twice as loud as you think
- Move touchline-to-touchline when solo
- Introduce yourself to coaches, review ROCs
- Have a good pregame conversation with your crew, if you have one

Assistant Refs

- Be early
- Set out all gear the night before
- Walk the field. What must be fixed and what's optional is the same but help your referee if he/she doesn't spot safety issues
- Focus on the offside line (2:1 'rule')
- Stay square to the field except when sprinting
- Signal with confidence (straight arms)
- Confident signal doesn't mean fast. Be patient.
- Follow all balls to goal line.
- Ask questions during pregame conversation with referee

