SOUTHS UNITED FOOTBALL CLUB INC.

Apprentice Referee Program



Adopted 23 December 2015

OVERVIEW

The Apprentice Referee Program started in 2009. The aim of this program is to continue to establish preliminary foundations that will cultivate the development of potential future referees.

The program is ideally suited to players and siblings in the Under 12 – Under 15 age groups. The program will enable participants to adopt the role of a 'referee in training' and officiate at Under 8, Under 9, Under 10 and Under 11 home games and where possible, club sanctioned carnivals.

The "Apprentice Referee" will undertake a short course instructing them on the basics required to referee MiniRoos games. They will be paid a small fee for each game they officiate. Ongoing support/instruction will be provided, as necessary, from experienced/more senior referees from within the Souths community.

While this program will give participants experience for the future, it also frees parents to enjoy the game and watch their children and enable Team Leaders/Coaches and Managers to focus on performing their coaching and management activities.

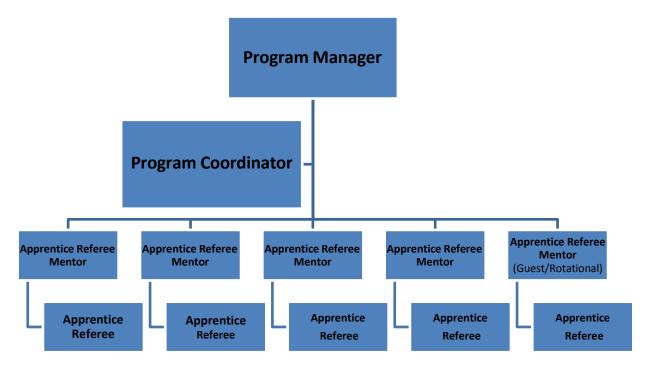
PROGRAM STRUCTURE

Apprentice Referee Eligibility

This program is suitable for players and non-players between the ages of 12 - 15 (male or female), though older players may be considered for inclusion in the program and must be within the Junior Divisional competition.

The program currently has capacity for 35 positions, which will be revised at the commencement of each year to see if additional numbers are warranted to support Apprentice Referees officiating at all Souths United Home games for U8 – U11 teams and; providing assistant Apprentice Referees to run the lines for U10 and U11 home games.

Apprentice Referee Program Team Structure



Souths United Football Club - Apprentice Referee Program

Apprentice Referee Education & Development

It is imperative that each Apprentice Referee be adequately prepared prior to commencement of any assigned games. This is achieved through:

- Introductory information session conducted by qualified referees who are members of our Club or are advocates of the program, that will educate Apprentice Referees through:
 - Brief Introduction of the Apprentice Referee Program and its aim
 - Pre Game Requirements:
 - Referee Equipment:
 - 1. Whistle, ball (size 3 U8/U9; size 4 U10/U11), Coin, Apprentice Referee Bib, Watch, Notepad and Pen
 - Pre-Game Checklist:
 - 1. Player jersey numbers, jewelry/watch check, shinpads, inappropriate hair clips, caps

Brief explanation of the Rules for MiniRoos Age Groups including key points:

- Differences between U8/U9 and U10/U11
- How many on-field players
- Length of Games and half-time breaks
- Rotation of players
- Back passes
- Goalkeeping
- Throw ins and their role in "coaching" players
- Free kicks and Penalties

Fouls and misconduct overview:

- There are three main sources of misconduct:
 - 1. Coaches and Managers
 - 2. Spectators and;
 - 3. Players

Depending on which one is causing concern, will depend on how the Apprentice Referee should react to solve the situation.

Coaches and Managers:

At stoppage of play, ask the Ground Official (and/or appointed mentor) for their assistance in speaking with the team officials Spectator/s:

At stoppage of play, ask the Ground Official (and/or appointed mentor) for their assistance in speaking with the team officials and/or spectator/s to control the spectator/s in question

Player/s:

- i. talk to the player
- ii. talk with the player's coach
- iii. if behaviour/language continues, send player from the field

(FFA have a Zero Tolerance Policy re verbal and non-verbal abuse by anyone towards referees).

- Impartiality as a match official is important. The Apprentice Referee is advised to NEVER speak to a player by their name (whether a friend or not).
- What is a foul?

It is important that the Apprentice Referee understands what constitutes a foul and what types of foul may be encountered during a soccer match. Definition and examples are provided:

"A foul is any action by a player that contravenes the Laws of the Game. Only players (including substitutes) can commit fouls."

Recognition of a foul requires JUDGEMENT on the part of the referee ... what was the player's INTENTION in committing the foul.

Types of fouls

- o kicks or attempts to kick an opponent
- o trips or attempts to trip an opponent
- o jumps at an opponent
- o charges an opponent
- o strikes or attempts to strike an opponent
- o pushes an opponent
- o tackles an opponent
- o holds an opponent
- o deliberately handles the ball
- o offensive, insulting or abusive language or gestures
- o throwins
- kick off

What to do when a foul is committed:

- 1. Tell the player (briefly) what he/she did wrong and award an indirect free kick to the other team.
- 2. For serious fouls, may need to consider sending the player from the field of play.
- 3. If a player is injured, immediately stop the game and call the coach or manager onto the field to attend to the injured player.

Hand Signaling

- Demonstration and practical
- Indirect free kick, goal kick, corner, throw in, substitution

Positioning

- On field demonstration
- Encouragement to run diagonal

Whistle Tone

On field demonstration

Administration

Constructive Criticism/Feedback

The Apprentice Referee will be provided constructive criticism / feedback from the following sources:

- 1. Qualified Referees/Mentors
- 2. Rostered Mentor/Management Committee member
- 3. Through regularly scheduled feedback sessions

Team Leaders//spectators of Souths Team are NOT to provide feedback or raise any concern as to performance, to the Apprentice Referee directly. They must refer this to the Mentor/ Management Committee member ONLY.

- Thanks and shaking of hands is encouraged.
- The Apprentice Referee may offer constructive criticism/improvement suggestions to the Mentor/management Committee member and/or the Program Manager and/or Program Coordinator.

Communication and Participation

The Apprentice Referee will be informed of the communication channels and protocols to be followed while participating in this program. Failure to comply and/or respond <u>and/or</u> demonstrate unreliability or lack of commitment to the program may result in the Apprentice Referee being expelled from the program.

Communication Channels:

Questions /Support regarding technical side of role:

- Technical mentor on the day or email your mentor throughout the week
- Team Official
- Program Manager

Questions/Support regarding Disciplinary Issues

- Team Official/Ground Official/Mentor
- Program Manager

Game Rosters/Appointments

- The Program Coordinator will email core rosters out to all Apprentice Referees (as soon as practicable after receiving FB draws)
- Changes to draws/rosters will be emailed as soon as notification of change has been received. In some cases, where short notice has occurred, the Apprentice Referee may be telephoned
- The Apprentice Referee must <u>check emails regularly</u> (recommend weekly) as Appointments, Mentor Groups, Game Day Procedures, Map of Fields, Program Updates etc are advised by this medium
- The Apprentice Referee must notify ASAP the Program
 Coordinator and/or Program Manager and their designated Mentor
 of any unavailability so a replacement Apprentice Referee (or if
 applicable Assistant Apprentice Referee) can be found.
- Through the course of the season, additional information and training will be made available to the Apprentice Referee and their attendance is encouraged. This will provide through:
 - Regular feedback session
 - Information and awareness/reminder Tips and Tricks
 - Observation activities (black and white referees in action)
 - Other means where it is felt to be beneficial to the Apprentice Referee and the overall improvement of the program.
- Progression path information and guidance will be made available to the Apprentice Referee if wishing to move to the next level of refereeing.

THE ROLE OF THE APPRENTICE REFEREE

Apprentice Referee – Who will they be refereeing?

- Under 8 to Under 11 games held at Souths United: <u>rostered around their own home game</u> schedules (for those that are also players). This will minimize the impact on parents and travel.
- Presentation Day Games (if required) Volunteer only (though a nominal one off fee may be paid by the club)
- Pre-Season Games (training) Volunteer only (though a nominal one off fee may be paid by the club)
- Souths Cups and other games eg 5-a-side small payment per game or a nominal one off fee may be paid by the club

The Apprentice Referee needs to be aware of the player/team levels within each age group for those that play within the Football Brisbane Inter Club Competition:

Players and teams in the Under 6, 7 and 8 age group are not to be graded and should play in teams of equal standard wherever possible as decided by the club.

The Under 9, 10 and 11 age groups consist of three participation groupings, Geckos, Goannas and Komodo Dragons.

Gecko teams:

Involve players who are new/less experienced to SSF or have basic skills of the game and as such require assistance and time to develop their skills and teamwork. Players are still developing in comparison to that of Goanna level player. These teams will generally play in-house or in hubs, depending on the club. Further, if a club has more than one team within this group, the teams should be of equal standard where possible.

Goanna teams:

Include players of average skills, who have played the sport previously; increased capability and; as such know the rules and how to play as a team, while engaging in matches with minimal instruction from their coach. These teams will generally play in-house or in hubs, depending on the club. If a club has more than one team within this group, the teams should be of equal standard where possible.

Komodo Dragon teams:

Include players who have above average skills. Matches are usually played with more speed, skill and tactics. Players should participate in their own age group wherever numbers permit. Football Brisbane will not accept teams where the entire team is playing out of their age group. (If a player is playing out of their age group, they must have been assessed in line with the Player Age Policy).

 Depending on experience, confidence and availability, Apprentice Referees (13 -15 years of age), may have an opportunity to run a line for Divisional (Souths Home) games. This will only be under the guidance of a qualified official referee.

NOTE: The Apprentice Referees will be identified by bibs (red with "Apprentice Referee" displayed), to indicate your learning status. This bib must be worn at all times (and will be obtained from the Manager of the Souths Home Team)

Apprentice Referee - Support

The Apprentice Referees are developing refereeing skills and knowledge and will not become 'experts' overnight. Souths United will not tolerate any form of verbal or physical heckling or abuse of the Apprentice Referee before, during or after games. Report any instances. Managers, Team Leaders/Coaches/Parents have been advised and instructed to support and encourage you.

Handouts will be given to visiting teams so they are aware of the program and expectations.

Souths United Football Club – Apprentice Referee Program

Mentors are available for support and advice as well and will observe some of the games. Mentors will be qualified referees as well as members of the Management Committee.

THE ROLE OF THE ASSISTANT APPRENTICE REFEREE

In 2010, Souths United introduced Assistant Apprentice Referees for U10 Age Group (home games) and this extended to include the U11 Age Group (home games) in 2011. Where Apprentice Referee numbers permit, this will continue.

The role of the Assistant Apprentice Referee is to run the lines in support of the game Apprentice Referee.

Each Assistant Apprentice Referee will wear a red Apprentice Referee bib supplied by the appointed Apprentice Referee mentor or ground official. The Apprentice Referee bib will still be provided by the Souths Home Team.

Support for the Assistant Apprentice Referee is the same as that for the game Apprentice Referee.

PAYMENTS

Apprentice Referee - Payment

The Apprentice Referee will be paid \$1 per child participating in the game from **Souths teams ONLY** and; only from the Souths team that is the home team.

<u>Example:</u> If the home Souths team fielded 9 players then the Apprentice Referee is paid \$9; if the home Souths team fielded 10 players, then the Apprentice is paid \$10.

Assistant Apprentice Referee – Payment

The Assistant Apprentice Referee is paid 50c per child participating in the game from Souths teams ONLY and; only from the Souths team that is the home team.

<u>Example:</u> If the home Souths team fielded 9 players then the Assistant Apprentice Referee is paid \$4.50; if the home Souths team fielded 10 players, then each of the Assistant Apprentice Referee is paid \$5.

General Information

- All payments to Apprentice Referees and the Assistant Apprentice Referee/s are to come from the match fees collected that day.
- Managers are to provide payment to the Apprentice Referee via the provided envelope (as normal); Assistant Apprentice Referee's can be handed the money from the Manager (or delegate if Manager absent) without using an envelope.
- Payments to Apprentice Referees and Assistant Apprentice Referees should be reflected
 on the Club match fees envelope indicating the amount collected, deducted as payments
 to the Apprentices and balance of monies in match fees envelope.

PROGRAM AWARENESS & PERFORMANCE

- Regular communication and information will be dispersed by the Program Coordinator and/or Vice President – MiniRoos as appropriate
- Program information will be available on the Club website
- Key Program information will be provided at sign-on and; included in the Club Handbook and communicated as deemed appropriate.
- Regular program checkpoints will be performed and as scheduled by the Vice President MiniRoos
- Constructive feedback and improvement suggestions are welcomed and should be addressed to the Program Manager
- Program feedback will be sought part way through and at the end of program season.