

TCSL Referee Manual


All referees working TCSL matches are responsible for the information contained within this document.

Match Day Procedures



Teams must have at each match:

- New for Fall, 2019 GotSoccer game card/roster with player photos or
- GotSoccer game card/roster without player photos AND US Club Soccer laminated player passes

Examples of both US Club Soccer player passes and a GotSoccer roster are shown below. As noted above, if a team has a GotSoccer roster *with* player photos, then US Club Soccer player passes are *not* needed!



Player


Last: **Smith**
 First: **Hailey**
 Team: 9303 FC Crush MMI
 League:

DOB: **1/1/2003**


Expires: **8/1/2011**

##0984-444444


www.usclubsoccer.org




This pass is valid for any US Club Soccer team in this club at or above this age group, if accompanied by an official roster. A player signature is not required.



USSF National Association Member




Executive Director, William C. Sage



Fall 2017 - TCSL
 Phone-In: 904-758-0875
 Event ID: 60819 PIN: 0118

Card Generated: 9/23/2017 9:11:26 AM
[Reprint Game](#)



Fields: Ramalynn School #1

Date: 9/9/2017

Boys U9 Red / Group 2

Game #: 596

Coach	Score

Coach	Score

ID	#	Name	DOB	Home Team	Away Team

Player ID	Position	Number	Time

Home Goals	Final Score

Away Goals	Final Score

Referee	Grade	USSF ID Number	Instructions/Notes

Cautionary Offense Codes

UB = Unsporting Behavior FRD = Fails to respect required distance SFP = Serious foul play S = Sets at opponent

DT = Dissent by word or action L = Leaves the field without permission VC = Violent conduct 2CT = Receives 2nd caution

PI = Penalized infringement E = Enters the field without permission AL = Offensive, taunting, or abusive language DR = Denies opposing team of obvious goal-scoring opportunity

DR = Delays restart of play DGH = Denies opposing team of obvious goal-scoring opportunity DGF = Denies obvious goal-scoring opportunity to an opponent

Fall 2017 - TCSL
 Phone-In: 904-758-0875
 Event ID: 60819 PIN: 0118

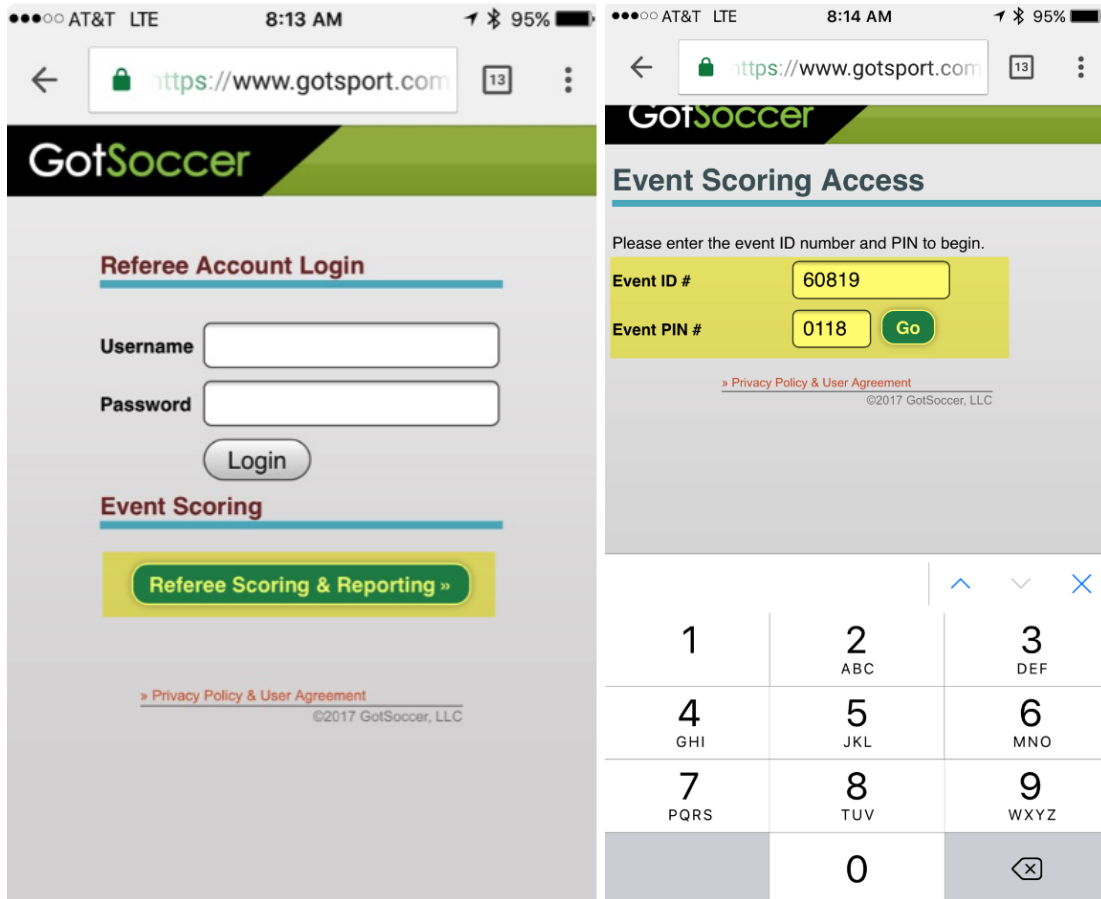
Additional notes on reverse: _____

Upon check-in, note player numbers on the roster if they are not indicated.

Game Reporting

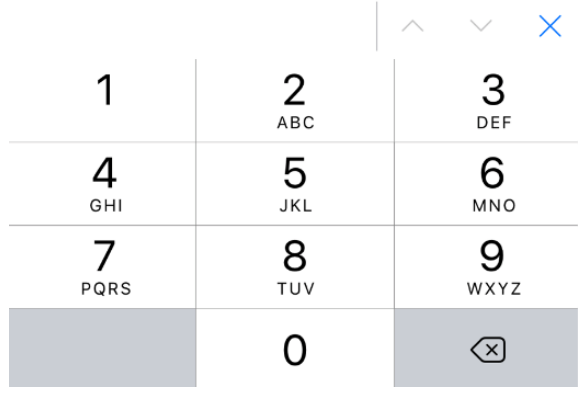
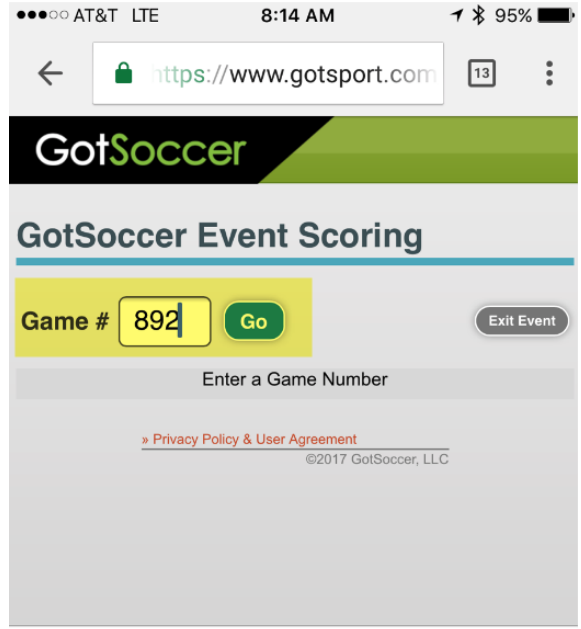
IMPORTANT: Referee logins are not required to complete match reports. All you need is the Event ID, PIN, and game number, which are all contained on the rosters.

1. The center referee from the match is required to enter an online game report following the conclusion of the match. Note the instructions contained on the game report. The instructions here are meant to complete the game reporting on a mobile device, however, the same steps may be followed on a desktop or tablet device by navigating to this URL: https://www.gotsport.com/asp/users/login_menu.asp. Click “Login” under “Referees & Assignors” and then enter the Event ID & Pin contained on the game report.
2. Navigate to the URL contained on the game report: www.gotsport.com/m/referee/. Click “Referee Scoring & Reporting” and then enter the Event ID # and Event PIN # from the game card.

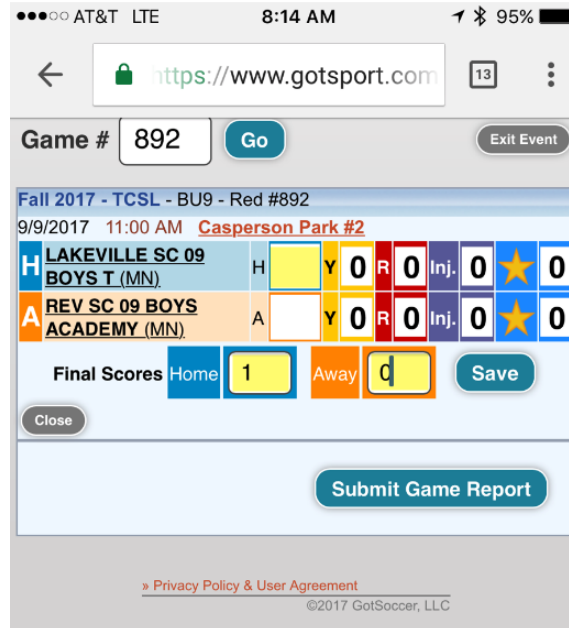


The image displays two screenshots of the GotSoccer mobile application interface. The left screenshot, taken at 8:13 AM, shows the 'Referee Account Login' screen. It features a 'Username' field, a 'Password' field, and a 'Login' button. Below this is the 'Event Scoring' section, which includes a prominent green button labeled 'Referee Scoring & Reporting »'. The right screenshot, taken at 8:14 AM, shows the 'Event Scoring Access' screen. It prompts the user to 'Please enter the event ID number and PIN to begin.' and provides input fields for 'Event ID #' (containing 60819) and 'Event PIN #' (containing 0118), along with a 'Go' button. Below the input fields is a numeric keypad with letters associated with numbers 1-9 and a backspace key.

3. Enter the game number from the roster received.



4. Click in the box for either “H” or “A”. Enter the final score as shown below. Click “Save” and then “Submit Game Report”. This must be done before the rest of the game reporting is available.



AT&T LTE 8:14 AM 95%

https://www.gotsport.com

Game # 892 Go Exit Event

Fall 2017 - TCSSL - BU9 - Red #892

9/9/2017 11:00 AM Casperson Park #2

H LAKEVILLE SC 09 BOYS T (MN)	H	Y	0	R	0	Inj.	0	★	0
A REV SC 09 BOYS ACADEMY (MN)	A	Y	0	R	0	Inj.	0	★	0

Final Scores Home 1 Away 0 Save

Close

Submit Game Report

[Privacy Policy & User Agreement](#)
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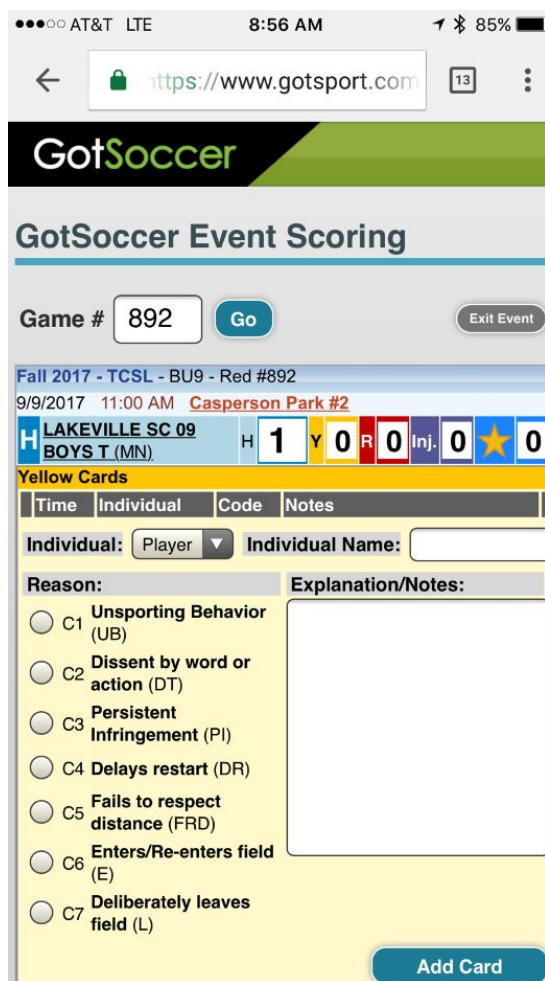
1	2 ABC	3 DEF
4 GHI	5 JKL	6 MNO
7 PQRS	8 TUV	9 WXYZ
	0	✕

5. On the next screen, additional info about the match will appear. Note: The only information required on this page is the first name and last name of you, the center referee. If the game was terminated for weather, note this as "Game Canceled" and enter any pertinent details. TCSL requests you also indicate information about player and spectator behavior. Please enter as many details as possible on this report.

Update Supplemental Game Report #119855				
Created: 8/23/2017 9:17:42 AM Updated: 8/23/2017 9:17:42 AM				
Game Canceled <input checked="" type="checkbox"/> Game Abandoned/Terminated <input type="checkbox"/>				
Reason & Time (if game was abandoned)				
<input type="text"/>				
Referee's Incident Explanation				
<input type="text"/>				
Actual Game Date	<input type="text" value="9/9/2017"/>	Actual Start Game Time	<input type="text" value="11:00 AM"/>	End: <input type="text" value="12:00 PM"/>
Half-Time Score <input type="text"/> - <input type="text"/>				
Officials Present				
	First	Last	Email	Phone
Ctr	<input type="text" value="Matt"/>	<input type="text" value="Tiano"/>	<input type="text" value="Matt@matassigni"/>	<input type="text" value="952-250-4"/>
AR1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
AR2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Assignor/Assesor				
<input type="text"/>				
Game Details				
Other Injury Notes			Field Condition	
<input type="text"/>			<input type="text"/>	
Check all that apply:				
Home team at field on time		<input checked="" type="checkbox"/>	Minutes late	<input type="text"/>
Away team at field on time		<input checked="" type="checkbox"/>	Minutes late	<input type="text"/>
Home team player passes received and checked		<input type="checkbox"/>		
Away team player passes received and checked		<input type="checkbox"/>		
Approximate Spectators	<input type="text"/>			
Referee Conduct	<input type="text"/>			
Player Conduct	<input type="text"/>			
Spectator Conduct	<input type="text"/>			

6. You may now go back in and enter and yellow or red cards given in the match. Simply click on “0” within the corresponding Y (yellow) or R (red) and enter the details from there. If the player was listed on the roster, they will show up in the drop down as a choice to choose from. If they weren’t, you may write in the player’s details. Repeat this process for each card given during the match. It is especially important that if any red cards are given, that an explanation in this section is completed.

Please also note: any coach dismissals should be entered as a red card, even though, coaches and team personnel do not receive red cards.



Game #

Fall 2017 - TCSL - BU9 - Red #892
9/9/2017 11:00 AM Casperson Park #2

H LAKEVILLE SC 09 H 1 Y 0 R 0 Inj. 0 ★ 0
BOYS T (MN)

Yellow Cards

Time	Individual	Code	Notes
Individual: <input type="text" value="Player"/> Individual Name: <input type="text"/>			
Reason:		Explanation/Notes:	
<input type="radio"/>	C1 Unsporting Behavior (UB)	<input type="text"/>	
<input type="radio"/>	C2 Dissent by word or action (DT)		
<input type="radio"/>	C3 Persistent Infringement (PI)		
<input type="radio"/>	C4 Delays restart (DR)		
<input type="radio"/>	C5 Fails to respect distance (FRD)		
<input type="radio"/>	C6 Enters/Re-enters field (E)		
<input type="radio"/>	C7 Deliberately leaves field (L)		
<input type="button" value="Add Card"/>			

7. Game reporting is now complete. Nothing further is required.

Red Cards & Coach/Team Personnel Dismissals

If a red card or coach dismissal occurs in your match, referees are to retain that player/coach pass and cut it up when they get home (if the team presented physical passes). These do not need to be mailed to TCSL.