

District Referee Meeting



Game Reports

Dissent

Q&A

Prize Draws

Why are Game Reports important?

- **Ensure accurate standings:** scores recorded in game reports are essential for maintaining competitive league standings.
- **Track discipline:** game reports document cautions (yellow cards) and send offs (red cards) which are crucial for monitoring player and team discipline.
- **Verify player attendance:** reports confirm which players participated in the game ensuring league compliance.
- **Confirm ID checks and rosters:** referees double check ID cards and rosters to ensure all players and staff on the bench meet CRC criminal record check requirements.
- **Support league integrity** game reports provide more than just scores they uphold the organization fairness and integrity of our leagues.

Referees do so much more than just officiate games, you play a vital role in ensuring fairness, tracking discipline, verifying compliance and ultimately creating a safe and enjoyable environment for everyone involved.

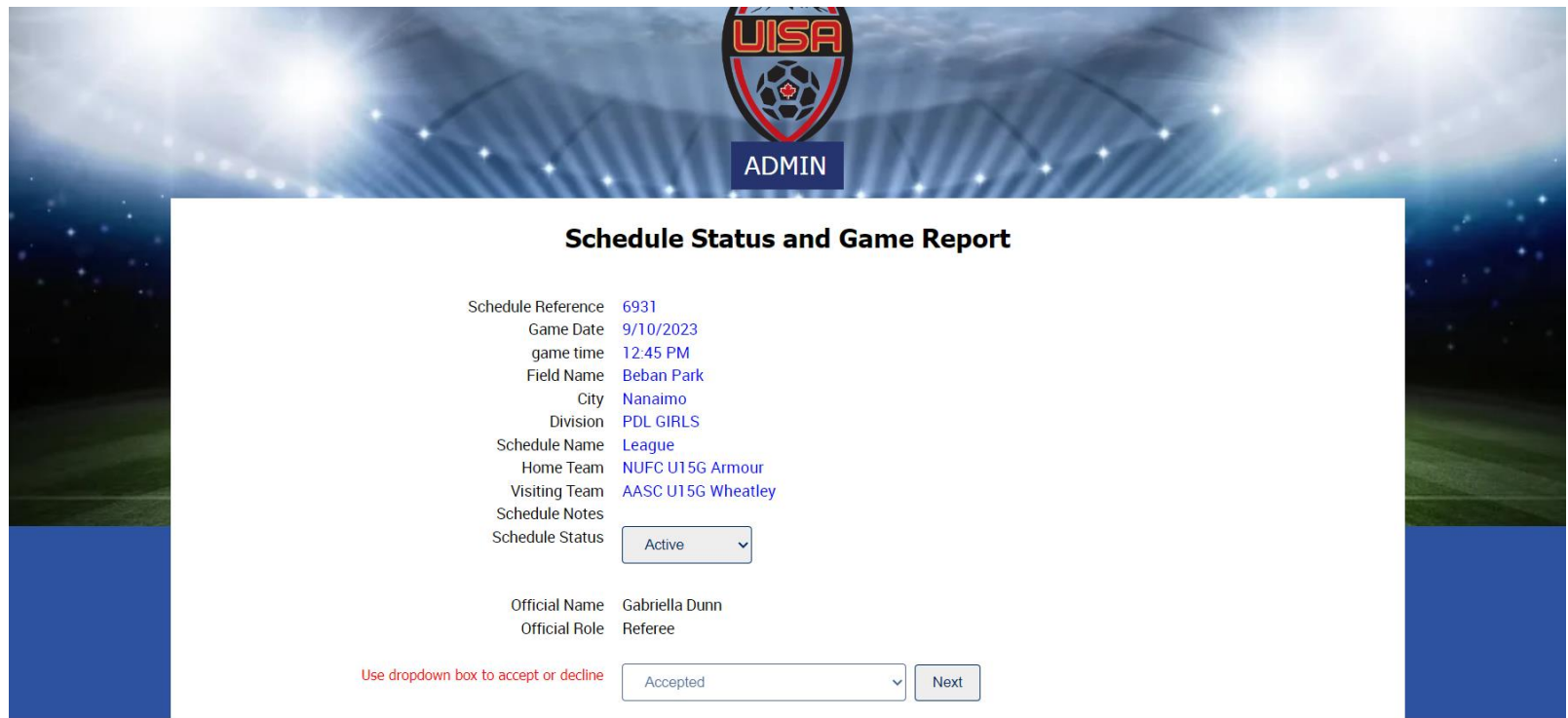
How to fill in Game Reports

Before you get started, ensure the following:

- The email address in SpAppz is current.
- The phone number in SpAppz is correct.
- You are familiar with the league rules and regulations.
- A referee coordinator has your information to assign games.

Game reports should be filled out promptly and completely within 48 hours of the match completion.

It is MANDATORY to fill out your Game Report after each match.
Failure to do so will result in a \$50.00 club fine.



The screenshot shows a web application interface for UISA (United Soccer Administrators of Canada). At the top, there is a header with the UISA logo and an 'ADMIN' button. Below the header, the main content area is titled 'Schedule Status and Game Report'. This area contains a form with various fields for game information. The fields are organized into two columns. The left column lists the field names, and the right column contains the corresponding values. The 'Schedule Status' field is a dropdown menu currently set to 'Active'. Below the main form, there is a section for 'Official Name' and 'Official Role', followed by a red instruction 'Use dropdown box to accept or decline' and another dropdown menu set to 'Accepted', and a 'Next' button.

Field	Value
Schedule Reference	6931
Game Date	9/10/2023
game time	12:45 PM
Field Name	Beban Park
City	Nanaimo
Division	PDL GIRLS
Schedule Name	League
Home Team	NUFC U15G Armour
Visiting Team	AASC U15G Wheatley
Schedule Notes	
Schedule Status	Active
Official Name	Gabriella Dunn
Official Role	Referee

Use dropdown box to accept or decline

Accepted Next

Ensure you fill out the score accurately.

The Team Fines section needs to be filled out.

Click '*Game Report Complete*' with Yes in order to move to the next page.

Note: Values below can only be entered after the game date.

Home Team Score (NUFC U15G Armour)

Visitor Team Score (AASC U15G Wheatley)

If the following is checked on then goal difference notices and missing shutout notices (if applicable) will not be sent to referees.

Ignore score differential / shutout ☐

Team Fines

Field Properly Marked * ☒ Yes ☐ No ☐ N/A

Goal Nets in Place * ☒ Yes ☐ No ☐ N/A

Corner Flags in Place * ☒ Yes ☐ No ☐ N/A

Was League Approved home team list handed to you prior to kick off * ☒ Yes ☐ No ☐ N/A

Was League Approved visiting team list handed to you prior to kick off * ☒ Yes ☐ No ☐ N/A

Home Team Player ID Cards received prior to kick off * ☒ Yes ☐ No ☐ N/A

Use the comment boxes to provide any additional information you would like to include. This is your chance to tell the District any confidential information regarding coaches, the match itself, the spectators etc.

Every single Game Report is read!

Was League Approved home team list handed to you prior to kick off * ☒ Yes ☐ No ☐ N/A

Was League Approved visiting team list handed to you prior to kick off * ☒ Yes ☐ No ☐ N/A

Home Team Player ID Cards received prior to kick off * ☒ Yes ☐ No ☐ N/A

Visiting Team Player ID Cards received prior to kick off * ☒ Yes ☐ No ☐ N/A

Uniform Condition Notes

Field Condition Notes

Game Report Complete? * ☒ Yes ☐ No ☐ n/a

Brief Report and Summary of Game

League rules require all players to play at least one game with a team in order to participate in playdowns.

Tracking players that ACTUALLY played versus just names on a Roster Sheet, is crucial.

Each player is tracked by how many number of matches they play.

Please ensure you keep the Rosters Sheets the coaches provide you so you can mark the players on your Game Report accurately.

NUFC U15G Armour

<input checked="" type="radio"/> Yes <input type="radio"/> No
<input checked="" type="radio"/> Yes <input type="radio"/> No
<input checked="" type="radio"/> Yes <input type="radio"/> No
<input checked="" type="radio"/> Yes <input type="radio"/> No
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Home Team Player Count 18

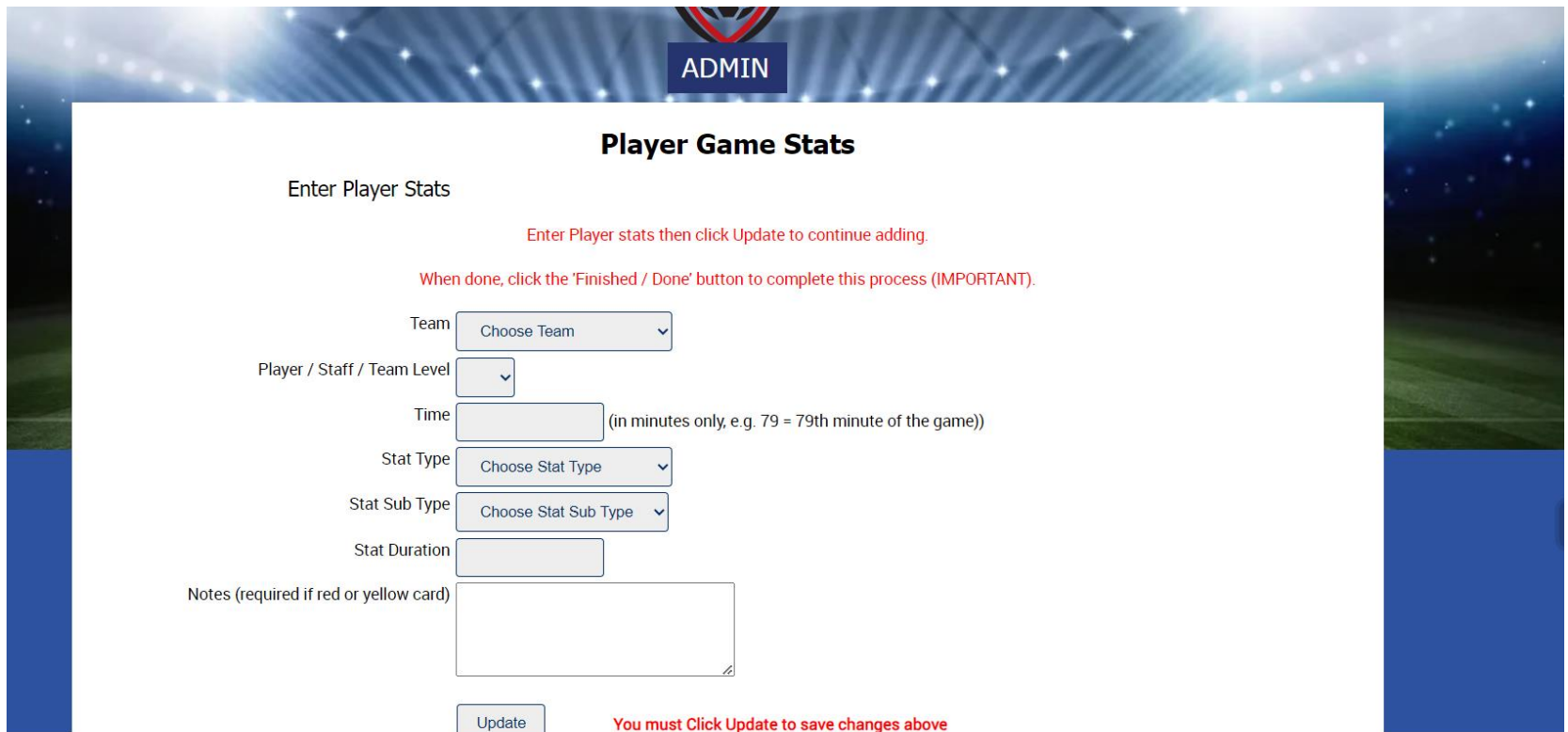
AASC U15G Wheatley

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<input checked="" type="radio"/> Yes <input type="radio"/> No
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<input checked="" type="radio"/> Yes <input type="radio"/> No
<input type="radio"/> Yes <input checked="" type="radio"/> No

Player game stats are to be filled out using the drop-down menus.

Start at the top and work your way down. The menu following each selection changes according to your selection in the previous.

Always note the time of event such as a goal, the player involved and at what time into the match it occurred.



The screenshot shows a web application interface for entering player game stats. At the top, there is a blue header with a stadium background and a central 'ADMIN' button. Below the header, the main content area is titled 'Player Game Stats'. Under this title, there is a section 'Enter Player Stats' with two red instructional messages: 'Enter Player stats then click Update to continue adding.' and 'When done, click the 'Finished / Done' button to complete this process (IMPORTANT)'. The form contains several input fields: 'Team' (a dropdown menu with 'Choose Team' selected), 'Player / Staff / Team Level' (a dropdown menu with a downward arrow), 'Time' (a text input field with a placeholder '(in minutes only, e.g. 79 = 79th minute of the game)'), 'Stat Type' (a dropdown menu with 'Choose Stat Type' selected), 'Stat Sub Type' (a dropdown menu with 'Choose Stat Sub Type' selected), and 'Stat Duration' (a text input field). Below these fields is a 'Notes (required if red or yellow card)' section with a large text area. At the bottom of the form is an 'Update' button. To the right of the 'Update' button, there is a red message: 'You must Click Update to save changes above'.

ADMIN

Player Game Stats

Enter Player Stats

Enter Player stats then click Update to continue adding.

When done, click the 'Finished / Done' button to complete this process (IMPORTANT).

Team

Player / Staff / Team Level

Time (in minutes only, e.g. 79 = 79th minute of the game))

Stat Type

Stat Sub Type

Stat Duration

Notes (required if red or yellow card)

You must Click Update to save changes above

Upload the Roster Sheet provided by the teams.

Time(in minutes only, e.g. 79 = 79th minute of the game))

Stat Type

Choose Stat Type

Stat Sub Type

Choose Stat Sub Type

Stat Duration

Notes (required if red or yellow card)

Update

You must Click Update to save changes above

Finished / Done

You must click finished when done to finalize this process (IMPORTANT!)



Upload a copy of your game roster if required by your league.
Image must be a .jpg format.

[Click Here to add/change/delete Line up/Roster image](#)

Team	Player	Stat Time	Stat Type	Stat Sub Type	Duration	Notes	
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Once you have entered each element from the drop down selections, you will see a populated table.

Click *UPDATE* then *FINISHED* to save your Game Report



[Click Here to add/change/delete Line up/Roster image](#)

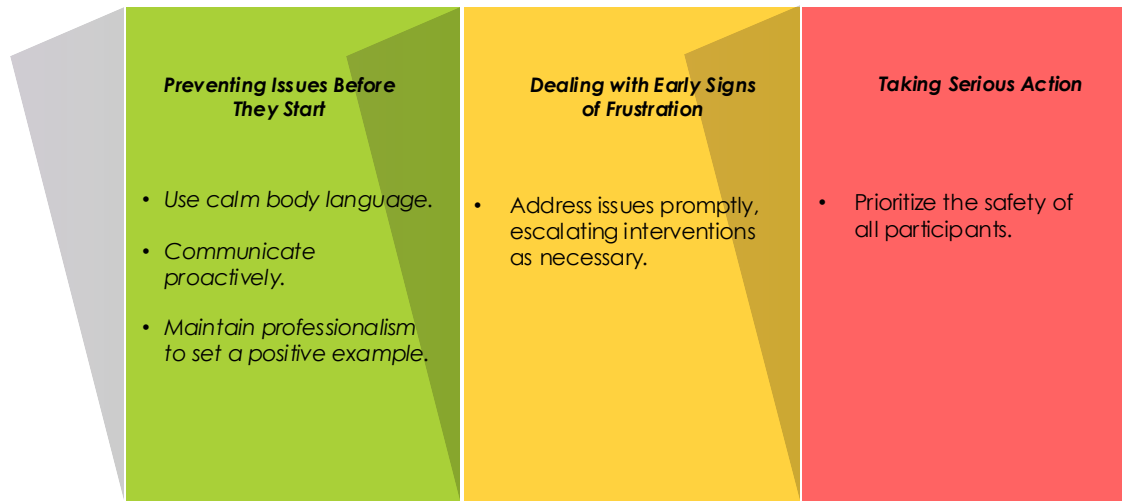
Team	Player	Stat Time	Stat Type	Stat Sub Type	Duration	Notes	
NUFC U16	Other Player	69	Goal	Goal in normal play	0	Goal scored by U16 Player #10	Edit
NUFC U17B Jakobsen/Eck		6	Goal	Goal in normal play	0		Edit
NUFC U17B Jakobsen/Eck		10	Goal	Goal in normal play	0		Edit
NUFC U17B Jakobsen/Eck		16	Goal	Goal in normal play	0		Edit
NUFC U17B Jakobsen/Eck		34	Goal	Goal in normal play	0		Edit
NUFC U17B Jakobsen/Eck		36	Goal	Goal in normal play	0		Edit
NUFC U17B Jakobsen/Eck		40	Goal	Goal in normal play	0		Edit
NUFC U17B Jakobsen/Eck		45	Goal	Goal in normal play	0		Edit
NUFC U17B Jakobsen/Eck		51	Goal	Goal in normal play	0		Edit
NUFC U17B Jakobsen/Eck		57	Goal	Goal in normal play	0		Edit
NUFC U17B Jakobsen/Eck	Other Player	65	Red Card	Offensive language	0	U16 player #9 verbally dissent	Edit
NUFC U17B Jakobsen/Eck		75	Goal	Goal in normal play	0		Edit
NUFC U17B Jakobsen/Eck		77	Goal	Goal in normal play	0		Edit

Guidelines to Handle Dissent



Stay Calm. Stay in Control.

Follow these steps to handle dissent and abuse safely and confidentially.



Mild Dissent

Situation #1: Coach Yelling things like "Come on!"

Action: Acknowledge but do not react overtly; focus on the game.

Situation #2: Player Showing Dissent/Seeing Signs of Frustration

Action: Use proactive communication: "I understand you're frustrated; let's keep playing."

Situation #3: Spectators Becoming Disruptive/Loud or Vocal

Action: Monitor the Situation; if it affects the game, request through team officials for spectators to remain respectful.

Persistent or Loud Dissent

Situation #1a: Coach gets louder, or argumentative, or disrespectful.

Action: At a stoppage, approach the coach and state calmly, "Coach, please keep your comments respectful."

Situation #1b: Coach uses abusive language.

Action: Stop play, approach the coach, and firmly state, "Abusive language is unacceptable. Further incidents will result in your dismissal."

Situation #2: Player becomes verbally abusive.

Action: Stop the game and issue a yellow card for dissent. You can say, "That's enough. Any further comments, and you will be sent off." Restart the game.

Situation #3: Spectators become abusive

Action: Stop the game and request a club official to address the situation.

Announce firmly to the spectators (via the coach if needed): "Abusive behaviour will not be tolerated. If this continues, the match will be abandoned."

Abusive Behaviour

Situation #1: Coach leaving the technical area.

Action: Pause the match and instruct, "Coach, please return to your technical area."

- If non-compliant: Issue a caution (yellow card) for irresponsible behaviour.
- If behaviour persists: Issue a dismissal (red card) and document the incident.

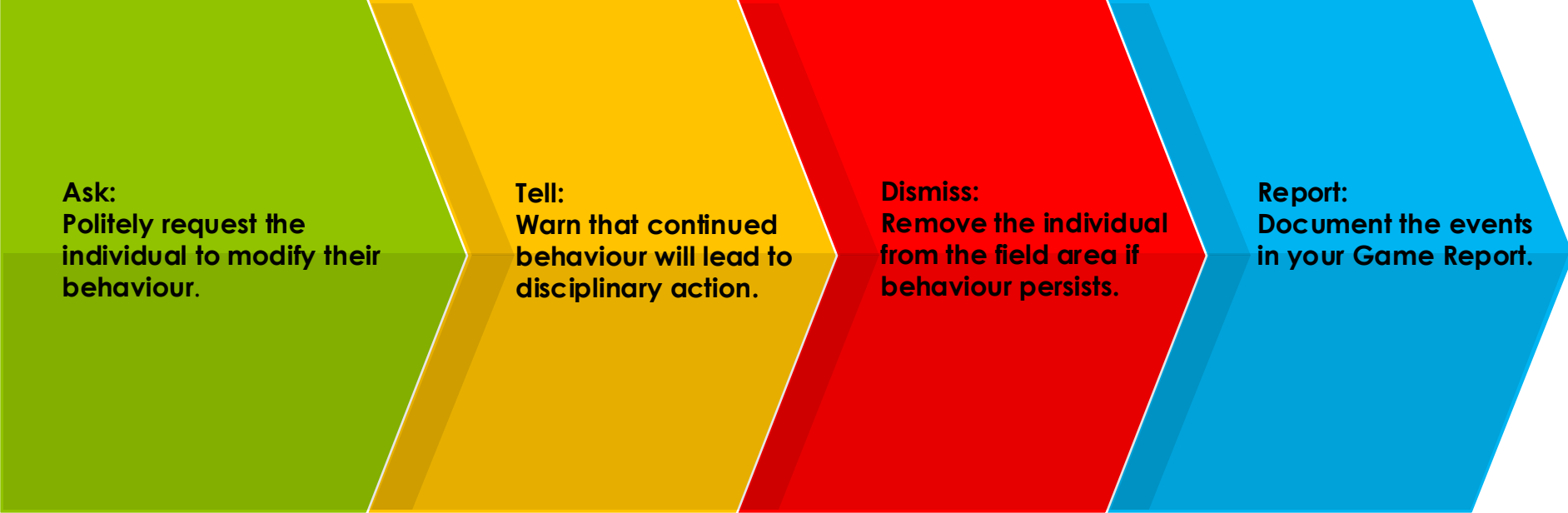
Situation #2: Player becomes offensive or uses abusive language.

Action: Stop play, issue a red card for offensive language, and ensure the player leaves the field.

Situation #3: Spectators entering the field.

Action: Suspend the match immediately, ensure the safety of players and officials and request assistance to remove the individual.

Progressive Discipline Approach



Ask:
Politely request the individual to modify their behaviour.

Tell:
Warn that continued behaviour will lead to disciplinary action.

Dismiss:
Remove the individual from the field area if behaviour persists.

Report:
Document the events in your Game Report.

Remember your safety comes first.

Phrases for Youth Referees

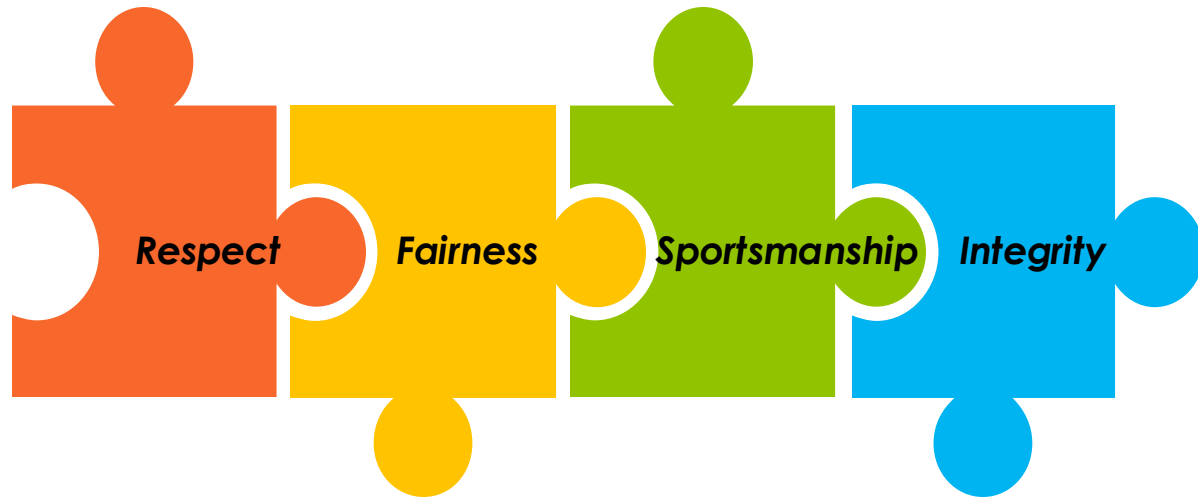
"Let's keep it respectful please."

"We're here for the players, let's keep it positive."

"That's enough, coach/player/fan. Anymore and I will take action."

"If this behaviour continues, the match will not continue."

"You're going to have to leave the field."



When we bring respect, fairness, good sportsmanship, and integrity together, they become the key pieces of the puzzle that create a positive soccer experience for everyone.