



Region 85
U6/7

Coach _____ Team# _____

Asst. Coach _____

Team Name _____ Colors _____

ROSTER (all players in numeric order)

Home Away

#	Name	#	Name	#	Name

PLAYER PARTICIPATION INFO

Home A					Home B				
Fld# __ A					Fld# __ B				
#	1	2	3	4	#	1	2	3	4

Away A					Away B				
#	1	2	3	4	#	1	2	3	4

Date: ___ / ___ / ___ Ref: (print) _____ Ref# _____

U6/7 Referee Action Plan

When you arrive at field

- 1) Arrive at least 1/2 hr. early.
 - Bring pen or pencil, watch, whistle, coin, blank game cards.
- 2) Get the game card from your team's coach.
 - Make sure the top part is filled out (esp. Team#).
 - Make sure Home or Away box is checked.
 - Fold it to fit in your pocket if necessary.
- 3) Find your referee partner (from the other team).
 - If none is available remind, coach that he or assistant must ref.
 - Agree on field you will cover (A or B and write Fld# on your card).
 - Agree to synchronize starting of game and 2nd half.
- 4) Check fields and Goals.
- 5) Hold coin toss with coaches (no need for ceremony).
 - One toss covers both fields.
 - Winner chooses starting end of field(s), opponent kicks off.

Ten minutes before game time

- 1) Ask coach to lineup players on your team, and inspect their equipment.
 - Draw a line through any absent or injured players (on roster).

Game time

- 1) Ask coaches to bring all players on your field to the center.
- 2) List players' numbers on your card under A or B as appropriate.
- 3) Identify 1st Qtr. subs, mark (x) on your card, and ask them to leave the field.
- 4) Blow whistle to start play with a kickoff.

Start of 2nd quarter (2-3 minute break)

- 1) Make sure correct players are on the field, mark (x) subs on your card.
- 2) Blow whistle to start play based on how it was stopped.

Halftime (5 minute break)

- 1) Check with your ref partner and exchange card information.
- 2) Make sure correct players are on the field, mark (x) subs on card.
- 3) Blow whistle to start play with a kickoff.

Start of 3rd quarter (2-3 minute break)

- 1) Make sure correct players are on the field, mark (x) subs on card.
- 2) Blow whistle to start play based on how it was stopped.

End of game

- 1) Check with your ref partner and exchange card information.
- 2) Write any notes on the back of the card.
- 3) Sign card (print name) and ref#, and place in game box.