Field Marshal Manual

KANSAS RUSH SOCCER CLUB
Field Marshal Responsibilities

Protection
  Encourage parents and coaches to observe positive behaviors
  Protect players from dangerous field conditions
  Make decisions concerning weather

Education
  Serve as a mentor to referees
  Educate parents or coaches to rules of the game
  Help coaches and grandparents read schedules and rules

Administration
  Pick-up and drop off game bags
  Fill out check-in sheet for every game
  Assign referees to fields
  Distribute game cards
  • Game Cards will only be needed for the Fall Season and only the Under 9
  Monitor start and stop of game times
  Serve as centralized information center
  Return completed game cards for processing
RUSH SOCCER CLUB FIELD MARSHAL DUTIES

PURPOSE: To uphold the expected behavior of participants in the Rush Soccer Club. Participants = Players, Coaches, Referees, Parents, Family members, and Friends.

MISSION: Ask the question, "Is the behavior I'm seeing good for the kids?"

EXPECTED BEHAVIORS:
1. Encourage participants to have fun and do their best.
2. Sporting behavior before, during, and after the game.
3. Safe behavior and conditions are maintained at the parks at all times.
4. Constructive criticism. Treating our referees with respect while mentoring them.
5. Respecting the game of soccer.

PRE-REQUISITE FOR FIELD MARSHAL: Be a responsible adult, 18 years of age or older, interested helping our referees improve and a willingness to talk to people about the expected behavior at the park.

EXPECTED ACTIVITIES OF FIELD MARSHAL:
1. Be there 20 minutes prior to game time (minimum). Prior to first game of the day, walk all the fields looking for hazards (rocks, sprinkler heads, sticks, and goals out of position). Encourage your referees to get into the habit of doing the same, however, as the adult staffer it is your responsibility.
2. Wear your Referee shirt.
3. Walk through the park and watch the games being played. Look for safety issues.
4. Observe participant behavior.
5. Provide feedback to the Referees. Tell them what you think is good and what you think they could work on.
6. Focus on behavior of participants. You don't have to be an expert on of the Laws of the Game. Ensure that any discussion about the Laws or interpretation of the laws is constructive. If a problem is unable to be solved at the field have the person contact me (Lisa Cross) and either I will answer their question or I will find a source that can. Until then, the Referee's authority is final and is always maintained at the field.
7. Support the Referee's authority.
Field Marshal/Referee policies and procedures

Game Day Expectations
All field marshals and/or referees should arrive 20 minutes prior to the start of their first game. Referees must check in with the field marshal and will receive their field assignments and game cards from the field marshal. Problems with coaches and/or fans should be reported immediately to the field marshal.

Referee attire
We provide a referee shirt to all referees including field marshals. It is the club’s desire that all participants in this program look similar while they are working. All referees should wear their referee shirts, black shorts and black socks.

When inclement weather requires that referees dress for the conditions, a referee should wear Rush Club gear or generic clothing. No clothing should represent another organization such as the Blue Valley Soccer Club, the Shawnee Soccer club, etc. Referee shirts should be worn over additional clothing, (coats, sweatshirts, etc.), whenever possible.

We, as a club, want all participants to view referring as a job. Clothing is one issue in any job environment.

Inclement weather
Field Marshals have the authority to cancel games in the event of inclement weather. Any view of lightening should result in the immediate cancellation of the game. Severe rain may postpone games for no more than 30 minutes. If heavy rain persists severely for more than 30 minutes, the game should be cancelled. All referees and field marshals should check the rain-out line prior to arriving at the fields on an inclement weather day.

Referee interaction with coaches and/or fans
There should be no interaction between coaches and/or fans and the youth referees. Concerns about a referee should be directed to the field marshal. Field marshals will interact with referees to solve any problems or provide constructive criticism. Field marshals should mediate any inappropriate behavior between coaches and/or fans and the referee.

Field marshals have the authority to ask any adult to leave the field for inappropriate behavior. In the event of a serious emergency, police may be called to intervene in a dangerous situation.

Rescheduling a Game
Cancellations for scheduled games should be communicated 1 week prior to the scheduled game. Illnesses should be reported to the Kansas Rush Office prior to 3:00 on the Friday before the scheduled game.

Open Games
Open referee slots will be posted and sent via email by the referee assignor.
Game Day Instructions

- Check in your Referees on the check-in sheet. If substitute is used, write name of substitute in the blank provided.

- Give Referees card to complete for the game they are doing. Referees may use a single card for multiple games. *Applies in the fall for the U9 age group only

- The cards must be completed and placed as a group in the field marshal bag.

- Field Marshals for U-6 and U-7 will keep time for their age group games and use the air horns to start and end each quarter.

- U-8 Referees will be encouraged to keep time on the field. Field marshal will have an air horn and will be responsible for time game times.

- There are extra referee shirts in the bags for those who haven’t received one yet.

- There are rules and schedules in the referee notebook for the referees and/or coaches that need them.

- Field marshals should walk all fields during each slot of games to monitor referee performance and coach and/or fan behavior.

- Remember no hard casts are allowed, without proper padding. Also, earrings can be worn IF the player puts tape over the earring.

- In the event that there is no Referee for a field, please try and fill in or have No coaches allowed on the fields to referee. (This is an insurance issue.)
MENTORING TIPS

Working with Youth Referees

Don't be turned off by apparent indifference or tardiness. Some times kids don't outwardly show enthusiasm because they are shy, because friends are watching, or just because they're in an adolescent "mood." Some times they are late because their ride was late or because they poorly estimated the time it takes to get to the field.

It's a good idea to introduce yourself to the coaches before the game and get a "we're on the same team" feeling going. This will help you avoid problems during the game.

Do NOT give advise to the youth referee during the game. It weakens the confidence of the referee and he or she will start to look to you to approval after each call. If the referee blows a major call - let him or her make the mistake. Talk about it at the end of the game. The only exception would be if the game comes to a complete halt and the referee "freezes" and doesn't know how to restart the game.

During the game, try to "blend in" with the crowd so you are not a distraction to the referee. Position yourself on the sideline that has the most potential for trouble.

Positively intervene if sideline dissent becomes an issue. Try to first make them feel that you are on their side. Talk with the parent/coach about keeping things positive and how it is easy to get overly excited. Do not explain "bad calls" or get into defending the referee - focus on the parent/coach's misconduct not the youth referee's performance.

Half time should be used for quick words of encouragement and letting the referee get a quick rest. Save constructive criticism for the end of the game.
MENTORING TIPS

Working with Youth Referees

At the end of the game, give NO MORE than three constructive suggestions. Kids will tune you out if you start a laundry list of "improvements." Decide what the three most important things are and talk about those. Three is the number - the number is three!

Constructive criticism is the key. Be honest. Don't "sugar coat" criticism, but remember to keep it positive.

Use the "complimentary sandwich" method. Start with a positive thing, then offer constructive criticism, then finish with another positive statement. For example; "I like the way you stayed close to play...when you are down in the corner, try to keep the ball between you and the AR...you were in great position on free kicks."

If you use these last three suggestions, the youth referee will leave with six positive compliments, three things to work on, and excited to referee another game!

If you have additional questions, let me know by either e-mail or phone:

Shawn Uhlenhake, e-mail referee@kansasrush.com or call 764-4111.