



MWSL Head Referee and Referee Administrator Report Fall 2016/2017

Correspondence

- Coaches/managers – thank you for continuing to send in your referee reports. We appreciate your feedback. The online system, set up to auto-generate the referee's name on every report, has been very helpful. This has been a huge positive in being able to provide immediate feedback to the head referee regarding referee performances.
- Please continue to send emails with any questions or concerns you have...all feedback that you provide is helpful to us.

Referee Information

- Total # of Referees used 197 - Total Females used 39
- Our female referees were part of over 500 games this season
- We work to continue to provide the best official possible for all our games. This requires both removal and addition of referees as we determine the best fit for our games.

Opportunities for Females

- This year in the Cup Finals we had almost 100% of our games refereed by females! A late injury meant that one game had a male center referee, but the other 15 middles were females. In comparison in 2012 - 6/17 games were refereed by females.
- In Cup Finals, we had 27/32 AR spots filled by women. In comparison in 2012 - 8/34 assignments went to female assistant referees.
- We are making great strides in provide a positive environment for our female referees to be successful. We hope to continue to increase the number and quality of our female referees. Unfortunately, due to low enrollment numbers we had to cancel the women's only entry level clinic that we had scheduled for this month. Hopefully we will be able to try again next year to get enough women interested in run the clinic.
- Candace Brown, a National Assistant Referee was hired to help with correspondence for both the teams and the referees. Her experience was a definitely benefit to the league.

Online Scheduling System

- The online referee scheduling system is working much more efficiently now. Referees are becoming much better at accepting or declining their games within the 24 hour window.
- Are still working towards having the system Auto-assign assistant referees, currently we are having to put them in by hand
- Feedback from referees is positive. They find the system relatively easy to use
- Have added an Automatic Email Reminder Notification that goes out ~48 hours before the game. This is greatly helping to reduce the number of officials who are missing games. We had only 6 games this year where a referee failed to show up to the field, this is a huge improvement from where we were in the past.

Challenges

- This year provided a lot of challenges for both the referee scheduler and the league scheduler to try and get all games played. In some cases it just wasn't possible.
- Competition for referees late in the season, combined with the last minute scheduling issues made it impossible to have Assistant Referees on all the semi-final matches. We hope this will never happen again.
- We continue to struggle for Assistant Referees on our Premier and Select games despite a super-human effort made by the referee scheduler to recruit more ARs into the league. We are looking at possible solutions to help with this issue.

- Ensuring that all referees are applying the Laws as they are meant to be applied (ie. Giving verbal warnings, and cards when they are warranted).
- Feedback from coaches/managers is sometimes inaccurate in Law, and therefore we need more education out there

Future Goals

- To support and opportunities to the female referees in our league (while working to increase the overall number)
- To continue to support all the referees in the league and ensure that the best referees are getting appropriate games
- To complete on-going evaluations of the referees in the MWSL
- To continue to use coaches reports and evaluations to provide on-the-job training of our referees to improve the overall level of officiating
- To continue to remove referees from the league who are not doing their job
- To ensure that the women of the MWSL have a safe and fun place to play soccer