

## Fall 2011 STAR Training

### Administrative

- WAGS requires 3 STARs per team and NCSL requires 2 STARs per team for all U12 and U13 teams.
- WAGS must have at least one person must have received training and be certified before the first weekend of play, the rest must receive training by the end of the season.
- NCSL requires all STARs to receive training and be certified prior to the start of the season. (This includes the 2 September STAR classes.)
- All STAR names must be listed on the team webpage. Once they have taken the training, the Certification Data MUST be completed.
- Minimum age for a STAR is 18 years of age.
- A person may not serve as both TSL and STAR for the same match.
- STARs are Grade 12 referees. Certifications last for one year. You must recertify each year to keep your certification valid.
- **STARs must remain neutral at all times. Once it is determined that a STAR is needed for the game, STARs must stay with the officiating crew at all times. This includes half time and post game.**
- NCSL/WAGS will pay the teams at the end of the season for the services provided by their STARs.
- Orange STAR Payment Card – Make sure the payment card is taken to each game, and if a STAR is used, the center referee signs the orange card.

### Uniform

- STARs must be dressed with the USSF approved uniform consisting of USSF approved gold jersey, current year USSF Referee badge, black shorts and black socks with three white horizontal stripes.

### Game Day Procedures

- Report to the center referee approximately 15 minutes prior to the game to determine if your services are needed.
- If STAR services are needed for the game, you are now part of the officiating crew.
- Go over any pre-game instructions with the center referee.
- Stay with the officiating crew during half time. This is a good time to go over what went right/wrong during the first half. Stay with officiating crew post-game as well until after the teams shake hands.
- Do not cheer your team on or disagree with the center referee.