



## **Attention: All Augusta FC Recertifying Referees**

There have been major changes in the recertification process. There is now only one exam of 75 questions, which all recertifying grade 8's, 9's and 12's must take. For grade 8's, the score is 57 correct answers (76%) and for grade 9's the instructor has the discretion to pass and recertify based on performance scores of less than 76%.

This is a significantly more difficult test than the test we've been using for several years. The area director of instruction reports that in a recent recertification clinic only one official completed the test in less than 1 hour. Most officials took between 60 and 75 minutes and one took over 90 minutes! More than half of the officials failed the test and it took over an hour for the review.

The message is clear, if you do little or no preparation for the clinic the failure rate will be very high! In a couple of subsequent clinics using the new test, referees were encouraged to review the "Advice to Referees and Assistant Referees", "FIFA's Additional Instructions", the "Guide to Procedures", USSF's Memoranda, and the "Laws of the Game" prior to attending the clinic. The failure rate was reduced significantly by those that reviewed these sources, but was still higher than previous years. Below are links to the most current study materials.

### **FIFA Laws of the Game**

<http://www.fifa.com/worldfootball/lawsofthegame.html>

### **US Soccer - Laws of the Game Supplements**

<http://www.ussoccer.com/Referees/Laws-of-the-Game.aspx>

- **2008 Additional Instructions and Guidelines** - In addition to reading the laws of the game students should read FIFA's additional instructions, which are quite comprehensive and very valuable.
- **Advice to Referees and Assistant Referees** - Absolutely essential material
- **2008-2009 Guide to Procedures & 2009-2010 Updates** - Gives a written and pictorial description
- **USSF Documents and Presentations related to the Laws of the Game** - At a minimum the 2006, 2007 and 2008 Memoranda should be read.