

Match Reports

What is the Purpose of Match Reports?

West Side Soccer League leadership need to know what's going on at the soccer fields so that they can respond to developments and assess the health of the League. Match reports are the main way that the Commissioner and other members of leadership team keep track of what's happening. In particular, the Chief Referee of each division and the Regional Referee Administrator review the reports each week and use that information to advise the Commissioner of any incidents or issues. They look out for information regarding unbalanced teams, unsafe situations, broken equipment, field permit issues, behavior of WSSL volunteers and players, and anything else that affects the smooth running of the League. And sometimes it's just nice to know that everyone is having a good time.

Who should fill out a Match Report?

The Center Referee for the game is responsible for submitting the match report. The referee may consult with the Assistant Referees or Coaches but that is not a requirement.

What information is required?

The referee should provide enough information to give the leadership team a good idea of what's happening at the field and highlight any issues or incidents. For a U6 game that could be one of two sentences, for example, "Good game but it was a blowout due to a very strong player on team B. One of the coaches kept walking on to the field so at half time I reminded him to stay behind the line." For a U19 game it should be a more comprehensive report, like the one in the appendix.

Report the facts and avoid subjective opinions. Briefly describe any safety issues or injuries, and other issues that detracted from the game being Safe, Fun and Fair. In U12 and up, the match report should briefly explain the reason for yellow or red cards that have been shown during the game (see the section below). If more information is required, someone will contact you separately.

How should Match Reports be submitted?

Match reports are entered via the Referee Scheduler in the WSSL / InLeague system. First find the game and click on "View Match Report":

The screenshot shows the InLeague Referee Self-Scheduler interface. At the top, there is a navigation bar with a search box and a "COVID HealthAware Questionnaire" button. Below the navigation bar, there are tabs for "Players", "Volunteers", "Teams", "Games", "Referees", "Divisions", "Events", "Reports", "Utilities", and "Messaging". A "Quick Links" section contains various options like "My Volunteer Preferences", "Referee Dashboard", and "Referee Schedule Signup".

The main content area is titled "Referee Self-Scheduler" and includes a "Search User" box. Below this, there are dropdown menus for "Competition" (set to "Core Program") and "Division" (set to "B10"). Navigation buttons for "<< Previous Week", "Jump to week: September 18, 2021", and "Next Week >>" are present. A note states: "Once confirmed, Core Program assignments may only be cancelled by a referee administrator."

The date "Saturday, September 18, 2021" is displayed. Below this, a table lists match details:

Field:	Time:	Division:	Game:	Teams:	REFeree	ASSISTANT REFEREE 1	ASSISTANT REFEREE 2	MENTOR
Riverside Park @ 101st Street	8:00AM - 9:10AM	B10	56388	View Match Report B10-C v. B10-K	REFeree CANCEL	SIGN UP	SIGN UP	Unavailable

Next, check that it's the correct game (your name should be in the Center Ref line) and click "Enter Match Report":

inLeague Home – Games – Scores and Standings

Match Report – B10 Game #56388

Date:	Saturday, September 18, 2021 at 8:00 AM
Field:	Riverside Park @ 101st Street
Teams:	B10-C v. B10-K
Center Ref:	Unassigned
Assistant Ref 1:	Unassigned
Assistant Ref 2:	Unassigned
Mentor/Assessor/Ref 4:	Unassigned
Final Score:	Scores not yet submitted
Score at halftime:	Not submitted
Cautions/Send-offs:	None

You are authorized to submit scores for this game:

[Enter Match Report](#)

Finally, enter the scores and your comments on the game and **press "Submit Report"** before going to the next step otherwise you can sometimes lose the information you have entered:

inLeague Home – Games – Scores and Standings

Game Information – B10 Game #56388

[← Go back to the Games List](#) [→ View Match Report for this Game](#)

Date:	18-Sep-21	at 8:00
Field:	Riverside Park @ 101st Street	
Teams:	B10-C v. B10-K	
Referee:	-	
Assistant Referee 1:	-	
Assistant Referee 2:	-	
Mentor:	-	

Update the score:

B10-C (H):	B10-K (V):
<input type="text"/> (final)	<input type="text"/> (final)
<input type="text"/> (half)	<input type="text"/> (half)

Enter some comments about the game

[Submit Report](#)

Point Deductions and Additions

There are no Cautions, Send-offs, or other Score Transactions for this game.

Add a score transaction to this game:

If you have issued any cautions (yellow card) or send offs (Red Card) in U12 or above, or if you want to flag poor player behavior in U11 or below, then use the "Points Deductions" section to select the team and player name (optional). You can refer to the Player Line-Up card to determine the name of the player based on the shirt number.

Point Deductions and Additions

There are no Cautions, Send-offs, or other Score Transactions for this game.

Add a score transaction to this game: Behavior Flag (U12 and younger)

B10-C

Player: (none) (optional)

(none)

Describe:

- ALEXANDER BUI-SHAPEL
- Wesley Chen
- Lassina Coulibaly
- Fousseyni Coulibaly
- Quinn Kwan
- Ayan Mukherjee-Greene
- Ethan Powell
- Jorian Ulloa
- Benjamin Weiss
- Aaron Zwiebel

Some division Chief Referees are ok receiving match reports via email and will paste them into the system. Don't assume they will do that though – please check with your Chief Ref.

When are Match Reports due by?

Please submit your reports by midnight on Sunday evening each week.

Are there any reporting expectations for Referees?

Match Reports are not an alternative to the Incident Report Form. The purpose of the AYSO Incident Report Form is to capture all pertinent facts and contact information, while the information is readily available, whenever there is a serious incident involving AYSO participants, activities, facilities or property.

Incident Report Forms should be completed by any coach, referee or Regional staff member witnessing any serious incident involving, but not limited to:

- Injuries
- Illnesses
- Threats of bodily harm
- Fighting whether or not a serious injury occurs
- Property damage
- Hospitalization of a participant
- Law enforcement summoned
- Service or notification of a pending lawsuit

Regional staff, coaches, and referees should submit Incident Report Forms to the Regional Safety Director. The game referee is not solely responsible for submitting the Incident Report Form, but should do so if the coach or other staff member does not do so.

Further Information

For further information please contact your Divisional Chief Referee, or the Regional Referee Administrator.

Appendix – Example B19 Match Report

WSSL B19 Match Report – May 15, 10:45am-12:15pm @ Randall's Field #1

Date:	May 15, 10:45am-12:15pm @ Randall's Field #1
Teams:	B19-H (Light Blue - Bruce Ellerstein, Stephen McCarthy) vs B19-E (Grey - Kerry Dziubek, Andrew Gelman)
Referees:	Carlo-Edoardo Carlon (CR), Hugo Faria (AR), Ram Avrahami (AR), Ulrika Bengtsson (4th Official)
Cautions:	H (Light Blue) #16 (Alexander Carbajal) at 30' 2H for Delaying the Restart of Play
Send-offs:	None
Final Score:	7 (H Light Blue) - 4 (E Grey)

Game Comments:

Setup:

Field:	<ul style="list-style-type: none"> OK-ish conditions. The grass needs a trim. Lines need repainting - on the East endline is practically invisible even from the top of the penalty area, I had to rely 100% on the AR
Team Rosters:	<ul style="list-style-type: none"> Team H (Light Blue): Yes Team E (Grey): Yes <p>Reports were provided and the check-in process was efficient and expeditious.</p>
Playing Balls:	Ready
Coin Toss:	E (Grey) won the coin toss and asked to play the ball second, effectively choosing the field, the E (Grey) captain chose to start defending the East side (right side of heat map below). H (Light Blue) started with the ball on the West side (left side of heat map below).
Game Time:	The game started at 10:43 am (2 min early), the teams played 2 halves of 40' each.
Substitutions:	Orderly. Having a 4th Official always makes things much easier.
Sidelines:	Orderly. Both teams had masks on. Excellent compliance.

Game:

In a nutshell:	<ul style="list-style-type: none"> Best game I've refereed in a long time. Both teams focused on playing the ball, not the other team's players, and it showed in the quality of their game. No dissent, no complaining, no talking back, no trash talking. The score would have been 4-4 if not for a loss in concentration by E (Grey) at around 20' 2H, which allowed H (Light Blue) #11 to score 3 almost identical goals in rapid succession (20', 22' and 26' of 2H).
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Nice, warm temperature, perhaps a bit hot. The teams started somewhat lethargically, almost as if they were taking each other's measure. Long passes, runs deep into the endline by both teams. At 4' 1H, H (Light Blue) #11 scored a skillful header from a corner kick, bringing the score to an immediate **1 (H Light Blue) - 0 (E Grey)**.

For the first 20 minutes, the game remained very balanced, with both teams attacking and defending. The heatmap shows me spending roughly an equal amount of time in each half.

At 22' 1H, great goal by E (Grey) #2, after a series of passes starting from the E (Grey) half. E (Grey) #2 caught a pass just outside the H (Light Blue) goal area and just slammed the ball in goal. The kick was very powerful and while the H (Light Blue) keeper actually caught the ball, the ball just went between his hands. At 22' 1H the score is **1 (H Light Blue) - 1 (E Grey)**.

The skillful set above was followed by a bit of a blunder. At 30' 1H the E (Grey) defense got a bit disorganized following a punt by the E (Grey) keeper, H (Light Blue) #11 quickly got control of the ball inside the E (Grey) penalty area and kicked it in a high arch that just went very high over the E (Grey) keeper and into the E (Grey) goal. At 30' 1H the score is **2 (H Light Blue) - 1 (E Grey)**.

As I have noted in another report, H (Light Blue) #11 is just head and shoulders above the rest in terms of skills and speed. At 32' 1H there was a long pass by H (Light Blue) into the E (Grey) half, H (Light Blue) #11 was well onside and started running after the ball, leaving all E (Grey) midfielders in the dust. He continued his run with the ball running around the remaining defenders and easily scored when challenged one-on-one by the E (Grey) keeper. H (Light Blue) #11 is just at another level. At 32' 1H the score is **3 (H Light Blue) - 1 (E Grey)**.

E (Grey) did not give up and continued to take shots at the H (Light Blue) goal. At 36' 1H, E (Grey) #18 shortened the distance with a great shot from the limit of the H (Light Blue) goal area. At 32' 1H the score is **3 (H Light Blue) - 2 (E Grey)**.

The first half ended with a score of **3 (H Light Blue) - 2 (E Grey)**. I barely had to blow my whistle. I told the ARs I hoped for a similar second half.

The second half was, basically, a repeat of the first. The heatmap shows me spending roughly an equal amount of time in each half (during 2H, H (Light Blue) is on the right and E (Grey) is on the left.). Both teams continued to attack and defend, creating opportunities on both sides. The game started to get more "physical" and by this I don't mean more fouls, of which there were few and far between. There were more shoulder-to-shoulder challenges, and but for a few isolated cases of pushes with the arm, by and large the physicality was limited to "physical" shoulder-to-shoulder challenges during which both players were pushing at each other for extended periods of time, all the while trying to play the ball.

Kick-off was for E (Grey), who found the whole H (Light Blue) team fast asleep, allowing E (Grey) #16 to score at 1' 2H. At 1' 2H the score is **3 (H Light Blue) - 3 (E Grey)**. Shortly thereafter, H (Light Blue) was able to again get ahead. At 6' 2H the score is **4 (H Light Blue) - 3 (E Grey)**.

At 20' 2H, H (Light Blue) #11 made 3 almost identical goals, in quite rapid succession. Each time, H (Light Blue) #11 was at the top-right corner of the E (Grey) penalty area and kicked the ball diagonally, making it end close to the left pole. Each time, there was no way for the E (Grey) keeper to catch the ball. This happened quite rapidly at 20', 22' and 26', and 2 goals at 22' and 26' really happened because E (Grey) lost focus (well, also because H (Light Blue) #11's shots in goal were quite skilled and powerful). At 26' 2H the score is **7 (H Light Blue) - 3 (E Grey)**.

After kick-off, again E (Grey) found their composure quite quickly, allowing E (Grey) #18 to score from the limit of the H (Light Blue) penalty area. At 27' 2H the score is **7 (H Light Blue) - 4 (E Grey)**.

As the game started getting closer to the end, both sides were a bit more tired, a bit more sloppy, tempers were a bit short, but everyone (coaches, captains, teammates) worked to soothe those players who were getting more ansty. There were some sloppy kick-ins on both sides, which resulted in the other team being granted the kick-in; this frustrated the affected players quite a bit, but if the ball is moving the ball is moving.

At 30' 2H, H (Light Blue) #16, the keeper, received a Caution for delaying the restart of play by holding the ball in his hands well past the permitted 6 seconds. To be clear, the 6 seconds were counted not from when the keeper had first gained possession of the ball but from when the keeper, having gathered himself, started looking for teammates to play the ball to. He went in one direction, was about to release the ball, then changed his mind, went back, and still did not release the ball. This was not the first time it happened during the game, and he had received a nudge and warning before. Now, to be clear, the keeper was not being malicious in his behavior; but he was moving around the penalty area with the ball in his hands trying to decide what to do with it. I was counting the 6 seconds with my hands, went well past the 6 seconds and it was just fair to stop the game and issue the Caution. He was undeniably delaying the restart of play by failing to release the ball.

The game ended at 40' 2H with a score of 7 (H Light Blue) - 4 (E Grey).

Some points worth noting:

- E (Grey) felt that, in some circumstances, an H (Light Blue) player was leaning a bit too much with his shoulder when challenging for the ball. As I said, there were many instances of prolonged shoulder-to-shoulder challenges by many players on both sides. I never saw "body checking" but it is also possible that I missed it. I can say in no uncertain terms that at no point were there the kind of charges that I have seen in other games.
- Kudos to H #11, H#13 and E#18 for playing a very clean game. They all were able to wiggle their way through multiple players without committing charges or fouls.

COVID:

- Good compliance
- The electronic whistle worked fine, and can be easily heard at Randall's.

Cautions/Ejections:

- Cautions
- H (Light Blue) #16 (Alexander Carbajal) at 30' 2H for Delaying the Restart of Play

Ejections

- None

Scoring:

Final Score: 7 (H Light Blue) - 4 (E Grey)