



ARE YOU INTERESTED IN BECOMING A SOCCER REFEREE?

How much does it cost?

- The training session fee varies by clinic host.
- There is a \$50 fee to register with the USSF (in addition to the clinic fee). – Both of these fees must be paid by credit card online.
- A starter Referee Uniform Kit will cost around \$60 and includes what you need to begin doing games right away.
- Students should be at least 13 years old. If younger the parent may be asked to become certified with the child (take the clinic with their child and get certified) – this policy varies by association.

How much can I get paid?

- As a new referee you will start out doing the younger ages but you can earn between \$16 and \$22 a match. As you gain experience you can earn up to \$50 a match.
- So it will take you about 7 games refereed to pay back the money it took to become a referee. That can be achieved in a single month.
- Once you are a referee, you can referee anywhere in the USA. We have many young people that continued to referee once they went to college. A great way to have spending money!!

Here are the steps to sign up for a clinic:

- First go to this website and read this document and create a profile on the Washington State Referee Committee Website. This is required to get started.
<http://www.wareferees.org/Registration/HowToBecomeAReferee.aspx>
- Once you have created your profile then you can seek out a clinic to attend. Numerous clinics are held within this area. Look for the closest clinic to attend -
<https://www.wareferees.org/AvailableClinics.aspx>
 - You will need to select “Entry-never been a USSF referee before” from the “clinic area” drop down menu. A credit card is required to register and pay for the clinic and USSF registration fee (if you don’t pass the test the \$50 is refunded).
 - Follow the instructions to register for the clinic.
 - Completion of 18 modules is **REQUIRED PRIOR** to attending the clinic. This will take about 2 evenings to complete.

Have questions? Contact Mike Franco at mike.franco@comcast.net