



To: Referees with the Grassroots License

From: U.S. Soccer Referee Program

Subject: Invitation to Register – Continuing Education Webinar – Tuesday Feb. 15, 2022

Date: Feb. 1, 2022

Join us on Tuesday, February 15 for the first webinar for Referees with the Grassroots License!

Our Continuing Education – Lifelong Learning Webinar Series aims to help Referees increase their knowledge and improve their officiating skills. Each session in this year’s webinar series will include one (1) topic such as: challenges, handball, offside, penalty area decisions, positioning and reading, and more. The first interactive webinar of the series will cover topic: **Tactical fouls**.

WEBINAR DETAILS

Date: Tuesday, February 15, 2022

Time: 7:00-8:15 PM Central

Location: Zoom (link to be sent)

REGISTRATION

Registration is currently only open to Grassroots Referees. Use the link below to register before the closing at 12:00 PM Central Time, Friday, Feb. 11, 2022.

If you are available and interested in attending, please complete the Interest Form by [clicking HERE](#) or copying and pasting the link (<https://forms.office.com/r/wtV0xWi6nr>) to your browser. Once your registration is confirmed, you will receive the Zoom link to attend. (Please note, registration is limited to 250 attendees, and the form may close prior to the deadline based on reaching capacity)

Contact Ciarra Arzdorf at carzdorf@ussoccer.org if you have any questions regarding the webinar; copy and paste the following phrase in the subject line of your email: **FEB 15 – GR Referee Webinar**.

We look forward to seeing you!

Sincerely,
U.S. Soccer Referee Program

Notes: The meeting/webinar, including but not limited to content, topic, date, and location, is “subject to change” without notification. Limited space is available. This invitation and/or registration are not a guarantee that an individual will receive the link to join and attend the meeting/webinar. Additional webinars/meetings will be scheduled in the future; more information to come.