

REFEREE GUIDE

This guide is intended to assist referees in understanding the Laws of soccer and any specific procedures for the in-house MASA program. For more detailed information, use the booklet: *FIFA's Laws of the Game*

Law 1: The field of play

The playing fields for U-8's will be at Lower Hyde. The coaches for the first game should set up the goals. The fields should be outlined with a halfway line and two other lines across the width of the field for a penalty line (no penalty *box*). This line is merely to show the goalkeeper where they may handle the ball. There will also be a goal box to kick goal kicks from.

The playing fields for U-10's are Endeavor Field at Moon Park for Boys, and Upper Hyde for girls. The corner flags should be put up by the first two coaches.

The U-13 and older games will be at Discovery or Challenger Field, at Moon Park. The first coaches are responsible for the corner flags.

On all fields, the coaches will be on one side of the field, (within a coaches box), and the parents on the other. Referees need to enforce this rule. If there is a problem with parents not staying on their side, you need to stop the game if necessary and talk to the **coach** about it. The **coach** should control the parents.

Law 2: The Ball

The U-8's size 3; U-10's size 4; U-13 and older size 5. Make sure the ball is in good shape (i.e. round, no panels missing), and that it is inflated properly. Pressing one of the panels can test this. (It should be difficult to flatten a panel.)

Law 3: Number of players

U-8's will play with four field players and a goalkeeper (count 5 players on each team).

U-10's will play with six plus a keeper (count 7 players on the each team).

U-13 and older will play with ten plus a keeper (count 11 players on each team).

Substitutions may now be made after any stoppage of play. The subs must be lined up at the halfway line *before* the stoppage.

Law 4: Players' Equipment

Shin guards must be worn (and fully covered by socks or sweat pants) by all players. Earrings (including studs), watches, rings, belt buckles, nose rings, barrettes, and neck jewelry are not allowed. Eyeglasses must be secured to the head by a strap or band. Referees should check this during the pregame briefing. Goalkeepers must wear a jersey (or pinny) different in color than the rest of the players. If players are not conforming to these rules, have them go and correct it before the game.

Law 5: Referees

U-8's will normally have one referee, working alone. U-10's will use 2 referees working a diagonal method. U-13 and older will have a referee and 2 assistants. Your job as a referee is first and foremost to protect the players. You do this by enforcing the laws of soccer. Remember, though, you should refrain from penalizing in cases where, in your opinion, by doing so would give an advantage to the offending team. (Advantage Rule). The laws of the game are intended to provide that games be played with as little interference as possible. In this view, it is your job to penalize only *deliberate* breaches of the laws. Constant whistling for trifling or doubtful breaches of the laws is against the spirit of the game.

The following are some points to remember:

1. No one is allowed to enter or exit the field without the referee's permission. If coaches are substituting players without your permission, stop and let them know that all they have to do is "*call*" to you to sub. Substitutions may now be made after any stoppage of play. The players must be lined up at the halfway line *before* the stoppage.
2. Players may not play with a cast or splint unless the cast or splint is padded in such a manner to conceal it entirely.
3. You should remove any player with visible blood on the player or his/her uniform. The player may not return to game until all signs of blood are removed.
4. You have the final decision regarding postponement or cancellation at game time do to bad weather. If lightning flashes *within sight*, get everyone off the field. Wait *ten minutes* after the last observed lightning flash. Then you *may* restart the game only if *you and both coaches* agree the field is safe to play on.
5. You must get keep control of the game. If you feel you are loosing control because of an unruly coach or parent, use the following procedures: blow the whistle, walk over to the coach, and explain to him that he or she (or the parent in question) must refrain from making comments to the referees, or you will stop the game at this point and the coach can take up the matter with his age-group coordinator. If it comes to this point, you will have the complete backing of the Board of Directors as long as you have been following the correct procedures as outlined here.
6. Please remember to show up for your game early enough to check the field and both teams and still start on time. Also, if you look professional (proper uniform, socks pulled up, etc.), you will be taken more seriously by all involved!

Law 6: Assistant Referees

Two assistant referees will be appointed for U-13 and U-16 games. Assistant referees duties shall include: signaling when the ball is out of play; which side is entitled to a corner kick, goal kick, or throw-in; when a player may be penalized for being in an offside position; when misconduct or other incident has occurred out of the view of the referee; and when a substitution is desired. When you are assigned as assistant, make sure you stay (by *running*) lined up with the second to last defender, so you can easily tell if a player is in an offside position. Make *all* flag signals while *facing the field* so the referee can see your signal easier

Law 7: Duration of the Game

U- 8 games will be four 12- minute quarters.

U-10 games will be two 25- minute halves.

U-13 will be two 30- minute halves.

Law 8; Start of Play

At the beginning of the game, the Referee tosses a coin. The winner of the toss selects which end of the field they want to attack. The other team kicks off. On any kick-off (start of half or after a goal), the ball *must move forward*. It no longer matters how far it moves. If the player kicks it directly back to midfield, blow the whistle and have them kick again. A goal *may* be scored directly from the kick-off.

Law 9: Ball in and out of Play

The ball is out of play when it has COMPLETELY (the whole ball) crossed the touchline or the goal line. A player may run outside the touchline while playing the ball. The players should not consider the ball out of play until the referee (or assistant) has signaled as such.

Law 10: Method of Scoring

A goal is scored when the ball crosses COMPLETELY (the whole ball) across the goal line between the goal posts and under the crossbar.

Law 11: Offside

There is no offside for U-8's. Under-10's and above must adhere to this rule.

A player is in an offside position if he is nearer to his opponents' goal line than the ball, unless:

- a) he is in his own half of the field, or
- b) he is *not* nearer to his opponents' goal line than two of his opponents.

It is *not an offense in itself* to be in an offside position. A player should only be called offside if, at the moment the ball is played by one of his team, he is, *in the opinion of the referee*, involved in active play by interfering with play, or interfering with an opponent, or gaining an advantage for his team by being in that position. The assistant shall raise the flag to indicate offside, then hold the flag in such a manner as to show the referee which side off the field to place the ball for a free kick. Offside is penalized by an *indirect kick*.

A player shall not be declared offside if he receives the ball directly from a goal kick, corner-kick or from a throw-in.

Law 12: Fouls and Misconduct

For U-8 games the referee should blow the whistle and stop the game for **intentional** fouls such as pushing, tripping, holding, etc... Tell the player what he or she did wrong, and restart with an **indirect** free kick.

For U-10 and older, use the guidelines as written in the USSF Guide for Referees.

The following is a reminder:

Offenses which result in a **DIRECT** free kick;

1. Kicking
2. Tripping
3. Jumping at an opponent
4. Charging an opponent
5. Striking (hitting), attempting to strike, or spitting at an opponent
6. Holding
7. Pushing
8. Handling the ball (handball)
9. Charging an opponent from behind
10. Spitting at an opponent.

Offenses which result in an **INDIRECT** free kick:

1. Dangerous play (play in which you feel may hurt the player or opponent)
2. Impedes the progress of an opponent
3. Prevents the goalkeeper from releasing the ball from his hands
4. When the goalkeeper takes more than 4 steps with the ball, or wastes time
5. When the goalkeeper handles the ball from a **pass or throw-in** from his teammate
6. When the goalkeeper touches the ball with his hands after it has been released from his possession and has not touched any player.

"Unsporting Behavior" has replaced "ungentlemanly behavior". Failing to respect the required distance for restarts (corner kicks and free kicks) is now a cautionable offense

Cautionable Offenses

1. Unsporting behavior
2. Showing dissent by word or action
3. Persistent infringement of the laws
4. Delays the restart of play
5. Fails to respect the distance on a restart
6. Enters or exits field w/out ref's permission

Sending-off Offenses

1. Serious foul play
2. Violent conduct
3. Spitting at anyone
4. Denies a goal by handling the ball
5. Denies obvious goal-scoring opportunity by offence punishable by a direct free kick or a PK.
6. Using offensive, insulting or abusive language

Law 13: Free Kicks

All free kicks for U-8's will be indirect. All others will be determined by the offense as outlined in Law 12. The ball is in play when it is kicked and moved (no

distance requirement). On indirect kicks, the referee should raise one arm **high**, and hold it until, after the free kick, another player (of either team) touches it.

Law 14: Penalty-Kick

No penalty kicks for U-8's. All others: if a player, in his or her own penalty area, commits a crime worthy of a direct kick, a penalty kick will be awarded. All players (except kicker and goalkeeper) should be out of the penalty area and behind the penalty mark. The goalkeeper *may move sideways* before the ball is kicked, but not forward. Referees should consult the USSF guide decisions of the board, and the section for penalty kick procedures at the back of the book.

Law 15: Throw- In

This procedure is for all groups. Make sure the feet are on the ground when the ball is thrown, that both hands are used to throw the ball, and that it is thrown over the head. If an U-8 player does not throw in properly let them do it over. All other age groups give up possession if not thrown properly. Assistant referees should be watching feet, while referees watch the field. Players from the opposing team need to be at least 2 yards away from the thrower.

Law 16: Goal Kick

If the ball goes over the goal line by the attacking team, award a goal kick. The goal kick must be kicked beyond the penalty box in order to be in play. If it isn't, do the kick over. If the player taking the goal kick plays the ball a second time after it passes the penalty area, before it touches another player, award an indirect kick to the opposing team at that spot. A goal *may* be scored directly from a goal kick (this can happen at Upper Hyde!).

Law 17: Corner Kick

If the ball goes over the goal line by the defending team, award a corner kick. A goal may be scored directly from a corner kick. Make sure the defending team is 10 yards from the corner. Assistant referees should stand behind the kicker or on the goal line to make sure the ball stays in play. If it curves outside the goal line, then back in, raise your flag and indicate a goal kick. Again, the kicker may not play the ball a second time until another player has touched it.

You may want to put a copy of this guideline in your referee bag for a reference if you or anyone else at a game has a question about the Laws, or MASA procedures. Remember also to bring to each game a whistle, a stopwatch, a pencil, flags (U-14), and a water bottle. *Look professional and act professional.*