

**DATE:** September 4, 2011

**TO:** All Coaches and Referees

**SUBJECT:** Referee Notes



- **Preliminary Information**

- Recreational league – teach fundamentals, sportsmanship, and safety
- You are the one who controls the game – your word stands
- Never reverse a call you made even if you know you made a wrong call
- Coaches are responsible for their players, their own behavior and the behavior of the parents
- Coaches and parent can be RED CARDED, if they are getting out of hand. They must leave the premises. Play does not continue until they leave.
- Keep your cool and give warnings before ejecting anyone
- One referee and two linesmen per game – If you cannot make an assigned game call me or email as soon as you know
- The league will cancel games, not coaches. As a ref you should not cancel or postpone a game unless the players safety in question (lightning, etc)
- A team may recruit a guest player only if they are short the minimum number of players, if a player from that team shows up then the quest player must cease playing. A quest player must be a registered SASY player in the same age group.
- Game lengths – U8 twelve minutes and U10/U13 fifteen minutes

- **Pregame**

- Arrive a half an hour early, place the corner flags and retrieve equipment from the ref bag
- Recruit a parent from each side to handle the lineman flag – Explain to them how to use the flag, Referees call overrides a linesman's call
- 5 minutes before game time inspect the players equipment
  - Shirts tucked in
  - Shin guards worn by all players
  - No billed hats or pins on hats – soft knit hats are fine
  - Shoes cannot have spikes, metal cleats or other dangerous footwear
  - No jewelry – except medical bracelets
  - Goalkeepers must wear colors that distinguishes them from the other players

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- **Game time**

- Clock stops only for injuries – have all players sit down and have the coach enter the field to assist with the player, no parents on the field unless called on by the ref or coach
- Coin toss – called by the visiting team – winners of the coin toss decide which goal they will attack during the first half and the other team takes the kick off for the first half. The second half each team switches sides and the winners of the coin toss takes the kick off
- Start of play – the kick off
  - Defending team must be outside the circle
  - Attacking team must advance the ball forward on the kick off
  - The player who initially kicks off the ball cannot play the ball again until another player touches the ball
- Ball out of play – the whole ball must cross the whole line to be out of play.
  - A player may play a live ball (not across the line) from outside the touchline or endline.
- Throw ins
  - Goals cannot be scored on a throw in
  - Neither foot can wholly cross the line
  - Both feet placed on the ground
  - Must be thrown from behind the head forward
  - U8 – if a mistake is made, explain what they did wrong and give them a second chance
  - If an incorrect throw in occurs – the ball is turned over to the other team
  - No offside's on a throw in
- Goal kick
  - Occurs when the ball crosses the end line touched by the attacking team last
  - Ball placed on the goal line and one player kicks the ball out
  - All other player must be outside the penalty area and they can't play the ball until it crosses over the line

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- Corner kick
  - Occurs when the ball crosses the end line touched by the defending team last
  - Ball placed in the arch in the corner of the side that the ball left play
  - No offside's on a corner kick
- Handball
  - Touches any part of a players arm or hand with the attempt to control the ball
  - If "handball" occurs unintentional and it does not give the team an advantage then call "incidental, play on" and let the play continue
  - A handball in the penalty area is an automatic penalty kick
- Free indirect kick
  - Awarded for fouls of a minor nature (obstruction, offside, etc)
  - Ball placed at the site of the infraction
  - Goal cannot be scored off the direct kick, another player must play the ball first
  - Defending team must be 10 yards from the ball
- Free direct kick
  - Awarded for more violent and or attempts to injure
  - Ball placed at the site of the infraction
  - Goal can be scored off the direct kick
  - Infraction occurs inside the penalty area then a penalty kick occurs
  - Defending team must be 10 yards from the ball
- Penalty kick
  - A direct kick from the penalty mark
  - All players must be outside the penalty area and 10 yards away from the ball
  - Goalkeeper can only move along the goal line – can't come out toward the ball
  - Ball must be kicked forward, ball is in play once kicked, the player taking the kick cannot play the ball again until another player plays the ball

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- Drop balls
  - Use for a stoppage of play when no team had clear possession of the ball
    - Two players from opposing teams kick the ball out at the same time
    - After an injury when no team had clear possession of the ball
    - When two fouls occur at the same time
- Goalkeepers
  - Cannot handle (use hands) on a ball played to him by a teammate – intentional pass or a throw in – results in an indirect kick at the place of the infraction, if the infraction occurs inside the goal box the ball is placed on the goal box nearest the infraction
  - A keeper has possession of the ball when he is in control of the ball and the ball is has stopped rotating
  - Keeper has 6 seconds to release the ball – throw it, kick it or punt it.
  - After 6 seconds the ball is turned over to the other team by an indirect kick at the top of the D outside the penalty area
- Substitutions
  - Coaches must get the referees permission to sub
  - A team can substitute on their own throw-ins, goal kicks, or corner kicks, -or- on the opposing teams throw-ins or corner kicks – or- on injuries – or – after a goal is scored
- RED/YELLOW CARDS
  - Use sparingly as a last resort
  - First instruct the player/coach, then warn and if need be Card
  - YELLOW as a warning
  - RED as an ejection
  - A player Red Carded cannot play for the remainder of the game, his team also must play one man down for the rest of the game
- Goals - whole ball over the whole line

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- Off sides
  - Off sides position is when a player is behind the last defender in the attacking end of the field. No off sides can occur in a team's defensive end
  - Off sides occurs only when a ball is PLAYED (passed) to a player who in an off sides position. If the ball is not played to the player in an off sides position then no infraction has occurred
  - On an offside an indirect kick is given to the opposing team at the spot that the ball crosses behind the last defender.
- U8 no off sides are called unless a coach is taking advantage of this rule and cherry picking in front of the net