

# **REFEREEING BASICS**

## **APPEARANCE OF REFEREES**

Referee shirt, black shorts, black socks, black shoes. Soccer cleats are acceptable. Think of yourself as working for a company which requires a certain uniform.

You should also have a whistle, stopwatch, cards, paper and a pen.

You must be prepared to hustle during the game. The play sometimes changes ends quickly and without warning. Be ready to run! Look like you are in charge! Pay attention!

## **PRE-GAME PROCEDURES**

Arrive, in uniform, fifteen minutes before the game is to begin.

Introduce yourself to both coaches; inform them that you will be refereeing their game. Make eye contact with the coaches.

Teams and Spectators stay on opposite sides of the field

Remind the coaches about substitutions, game clock, parental input, and anything else they need to know.

Inspect goals. Repair, or have coaches repair, if necessary.

Check equipment of all players—shin pads, soccer cleats. Watch for jewelry, casts or other metal objects.

## **DEALING WITH PLAYERS, COACHES AND PARENTS**

While we understand that coaches want to get the most out of their team, it is also important to remember that the purpose of this league is to teach kids the game of soccer in a fun, supportive and safe environment. Refereeing is not an easy job. Coaches must be tolerant of a referee's decisions during the game.

The actions of the coach makes an impression upon the players, whether they realize it or not. Referees will inevitably make incorrect calls over the course of the season, but we also know that they will make many excellent calls as well. Feedback is welcome about the quality of the referees, but remember that the soccer field is not the appropriate place to voice vigorous disputes. If you have any questions or suggestions about the referee system in this league, please contact Dan Beauregard at 874-1834 or [mksbeauregard@comcast.net](mailto:mksbeauregard@comcast.net).

While on the field, you are a referee, not a player's friend. Be courteous but businesslike. Don't allow players to distract you from concentrating on the game. Do not get angry with the players or coaches.

In general, don't speak with any non-players during the game. If you have trouble with a parent, address the problem with the coach. The coach is responsible for controlling fans of his team. If a problem persists with an onlooker, inform the coach that the game will be abandoned if the problem continues. If a coach gives you grief, advise him/her that he/she will be asked to leave the field if the problem continues. Any coach failing to leave the field after being ejected by a referee risks having the game abandoned and his team forfeiting the match.

You have the necessary procedures to deal with disrespect, unsportsmanlike conduct and cantankerous fans without getting mad or losing your cool. The league will back you up as long as you act in the best interests of the game.

### **GAME REPORTS**

After a game, fill out a game report and mail it to  
Dan Beauregard  
11 Partridge Hill Rd  
Westminster, MA 01473

Or E-Mail it to Dan Beauregard at:  
[mksbeauregard@comcast.net](mailto:mksbeauregard@comcast.net)

Include your name, game date, game time, teams that played , and game score

Mail them often, as you will be paid only if he receives the game report. Keep a record of the games you have worked.

## **SOCCER RULES**

### **OUT OF BOUNDS**

The ball is considered out of bounds when it has entirely passed over the goal-line or touch-line, whether on the ground or in the air. This means that the line itself is considered part of the field of play, so any part of the ball on any part of the line is in play.

### **THROW-INS**

A throw-in results when the ball passes out of bounds, across the touch-line (side-line). A player of the team opposing the team which last touched the ball must inbound the ball by throwing it back onto the field of play from the point at which it crossed the line. There are three components to a legal throw-in:

#### ***Body Position***

The thrower must be facing the field, approximately in the direction of the throw. Both feet must be behind or on the touch line, at the spot where the ball passed out of bounds. Note that it is legal if the thrower's foot/feet are on the line at the time of the throw.

#### ***Foot Position***

Both feet of the thrower must remain on the ground at the time of the throw. A player is free to drag his/her foot to gain speed, as long as that foot does not lose contact with the ground.

#### ***Ball Position***

The ball must be thrown using both hands, from behind and straight over the thrower's head

After the ball is thrown the thrower may immediately re-enter the field of play, but cannot touch the ball again until it has been touched by another player.

### **STOPPAGE OF PLAY**

Due to the number of games we play with running time. We do not stop the clock until the end of the half and the end of the game.

### **SUBSTITUTIONS**

There is no restriction on the number of substitutions during the game. However, a few basic guidelines must be followed to avoid being penalized:

Subs should enter the field of play from the half field line, not simply from the team bench.

Subs from either team may be admitted during any stoppage when called in by the referee

Goalies are not exempted from these rules, except that the referee may allow for extra time to switch jerseys, gloves, etc.

### **SLIDE TACKLING**

OYS does not allow slide tackling.

### **OFF-SIDE**

The Off-Side rule is not used in the OYS U10, U12B 6v6 and U13 small sided games. Off-Side will be called in U12 9v9 & U16Coed games.

### **GOAL KICKS**

Goal kicks can be taken from anywhere inside their penalty area. All opposing players must go to their half of the field.

### **GOALKEEPER HANDLING OF BALL**

The goal keeper can handle the ball at any time inside of his/her respective penalty areas. The pass back rule does not apply in our small sided games.

### **BALL DISTRIBUTION AFTER GOALKEEPER SAVE**

On goalkeeper punts, throws, or drop kicks the ball must touch a player or the field before entering the opponent's penalty area. If this rule is broken then the opposing team is awarded an indirect free kick from the half line.

### **NO HEADING**

Referees shall penalize any Player who deliberately heads or attempts to head the ball by awarding an indirect free kick for the opposing team from the spot of the infraction. If the heading infraction is committed by a defending Player inside the Penalty Area, the indirect free kick shall be taken from the point on the Penalty Area Line nearest the spot of the infraction. An apparent goal scored as a result of deliberate heading shall be disallowed

## **OAKMONT YOUTH SOCCER** **MODIFIED LAWS OF THE GAME**

### **Law I**

#### ***FIELD OF PLAY***

The playing field will be approximately 67 yards by 33 yards with 12 foot by 6 foot goals.

11 yard line for penalty area (across field)

10 yard spot for penalty kick

#### **FIELD MARKING**

Center kick off spot, Center line, penalty area lines 11 yards from the goal line running the full width of the field, penalty spot, center circle, and corner arcs.

### **Law II**

#### ***THE BALL***

Size 4 for U10 and U12 and U13

Size 5 for U16

Check for torn panels or over or under inflated balls.

### **Law III**

#### ***NUMBER OF PLAYERS***

Each team will field a maximum of 6 and a minimum of 4 players (including a goalkeeper).

Exception: Divisions with teams of 12 or more players will field a maximum of 7 and a minimum of 4 players (including the goal keeper).

### **LAW IV**

#### ***EQUIPMENT***

Shin pads must be worn. No dangerous shoes (no toe cleats). No jewelry! Goalkeeper must wear a different color shirt. No hats (except stocking caps in cold weather).

### **LAW V**

#### ***REFEREES***

The referee is in charge of the game as soon as he/she arrives on the field of play. Coaches are not in charge of the game. However, it is a good idea to work with them on matters of safety (field conditions, injuries and other aspects of player safety you need support on).

### **LAW VI**

## ***LINESMEN***

Since there are no off-sides in 6v6 games, you may ask for help from spectators to make out of bounds calls, corners, etc. Please remember that you may overrule a linesman anytime by signaling to “play on”.

## ***LAW VII***

### ***DURATION OF GAME***

Two 30 minute halves with a 5 minute half time

## ***LAW VIII***

### ***START OF PLAY***

Watch for kickoff violations; offside, encroachment, two touch, backward kick

Re-kick for any infringement of this law, except if same player kicks ball twice (indirect kick). After a temporary stoppage (injury, interference, deflated ball) play is restarted by a drop ball.

## ***LAW IX***

### ***BALL IN AND OUT OF PLAY***

Ball is out of play if wholly across line, on ground or in air, or when referee stops play.

## ***LAW X***

### ***METHOD OF SCORING***

Ref signal point to center, then run to half line. Ball can't be thrown into goal, except for goalkeeper in own penalty area.

## ***LAW XI***

### ***OFF-SIDE***

There is no off-side in OYS.

## ***LAW XII***

### ***FOULS AND MISCONDUCT***

Contact fouls (kicking, **tripping**, illegal charging, jumping at, spitting at, **pushing**) and **handling the ball** are penalized with a direct free kick (signal by pointing).

A 'direct kick' foul committed inside the opponents penalty area by an attacking player results in a penalty kick (see 'Penalty Kick' below).

Non-contact fouls (**dangerous play**, charging fairly when ball is not within playing distance, **obstruction**) are penalized with an indirect free kick.

Location of indirect kicks awarded from fouls committed inside the penalty area are taken from the penalty line at the point nearest to where the infraction occurred.

Goalkeeper fouls (taking more than 6 seconds to release the ball, putting ball down and picking it up again, wasting time, are penalized by an indirect free kick (signal with arm raised)).

### **Cautions**

**Yellow Card** for repeated violations of the laws (three chances), leaving or entering the field without a referee's permission, showing dissent, unsportsmanlike conduct. Game is restarted with an indirect kick, unless play was stopped for a more serious foul.

### **Send Offs**

**Red card** for violent conduct, serious foul play, foul or abusive language, or a second caution. Game is restarted by an indirect free kick.

### **LAW XIII**

#### ***FREE KICK***

Direct kick means that a goal can be scored without another player touching the ball. Indirect kick means that the goal cannot be scored unless the ball is touched by another player first ... including the goalie. (Signal with hand for indirect kick). Encroachment by the defense can result in a caution (yellow card) if defenders insist on creeping up.

Opposing players must be 8 yards from the ball during kickoff, corner kicks, direct and indirect free kicks.

### **LAW XIV**

#### ***PENALTY KICK***

Used for direct kick fouls within penalty area. The penalty spot is 9 yards from the center of the goal. All players except the kicker and the goalie must be behind the half way line until the ball is kicked. Goalkeeper must stay on his/her line until the ball is kicked. The ball is in play following the kick. (Signal by pointing to penalty spot).

### **LAW XV**

#### ***THROW IN***

Both feet must be on the ground (feet may be on line). Ball is thrown with both hands from behind the head in one continuous motion. Thrower may not play own throw (indirect free kick). Other team gets a throw in for any throw in violations. U10's get a second chance during the month of September. The referee will explain correct technique after the initial violation (Signal by pointing direction).

### **LAW XVI**

#### ***GOAL KICK***

**GOAL KICKS:** Kicks may be taken from anywhere in the penalty Area. All opposing players must go into their half of the field. The ball must then touch a player or the field before entering the opponent's penalty area. If this rule is broken then the opposing team is awarded an indirect free kick from the half line at the point where the violation occurred. Signal a Goal Kick by pointing to goal kick area.

### **LAW XVII**

#### ***CORNER KICK/8 YARD RULE***

No opposing player within 8 yards. Signal by pointing to corner.