

Instructions to Referees for the U-9 and U-10 Divisions of the TPSC

Parents and/or coaches will be refereeing U-9 games

RULES AND PROCEDURES

CYSA Safety Rules

- * No casts, splints, jewelry, earrings (not even covered), watches: NO exceptions
- * Uniforms: 5 S's
 - Shirt (tucked in), Shorts, Shoes, Shinguards (underneath) Socks
 - Headgear IS allowed if ITOOTR** it is safe
- * Players must give goalkeepers 1-yard space, no charging the keeper

Special Rules for TPSC U-9 and U-10 Rec Divisions

U-9

- * Six vs. six, including keepers; usually two games simultaneously
- * Two 25 minute halves, five minute halftime
- * All kicks are indirect
- * No penalty kicks
- * Offside is enforced
- * No red/yellow cards
- * Instruct players how to do throw-ins, free kicks, spread out.
- * Allow one repeat throw-in when a foul throw. After one, ball goes to other team.
- * On free kicks, six yard space (instead of the 10 yards for older divisions)
- * Substitutions can be made on any stoppage

U-10

- * Eight vs. eight
- * Two twenty-five minute halves; five minute half time.
- * Offside is enforced
- * Free kicks conform to FIFA Laws of the Game.
- * Penalty kicks are called
- * Red/yellow cards are used (rarely)
- * No redo's on foul throw-ins. Ball immediately goes over to other team.
- * On free kicks, six yard space
- * Substitutions on own throw-in; at non-foul free kicks

The Field of Play

Field is divided in half. There will be a goal box and penalty area.

Both

There may or may not be corner flags. Areas include the lines that enclose those areas. For example, the penalty area includes the lines of the penalty area. Corner flags, goal posts, crossbar and referees are in the field of play. Balls bouncing off any of these are still in play. Balls bouncing off the referee (even into the goal) are in play.

Spectators and coaches should stand at least 3 feet back from the touchlines. Assistant referees should ask the coaches to move people back so that they have a clear line of sight along the touchlines.

Before the Game:

- Make sure you have any equipment you may need:
- Black shorts
- Black soccer socks
- A clean referee shirt, tucked in
- Whistle
- Watch
- Coin for the coin-flip
- Pencil/pen and Game Form
- Show up at least 15 minutes early. Check the condition of the nets.
- Introduce yourself to both coaches; get a game ball from the home team. Check its pressure.
- Tell coaches about rules for substitutions. Remind them of rules regarding offside and deliberately handling the ball. If the game is running late, shorten halves equally to keep schedule on time.
- Ten minutes before the game, call over teams one at a time to check equipment. Have them line up and introduce yourself.
 - Shinguards
 - No casts, splints, watches, earrings, jewelry
 - No metal cleats
 - Shirts tucked in
 - (If you have time, you can use this as a teaching moment and demonstrate throw-ins or handballs or talk about free kicks.)
- Three minutes before kick-off, call for captains and perform the coin toss
 - Winner chooses side of field to defend
 - Loser kicks off the first half
 - Winner kicks off the second half
- Start the game ON TIME!

The Kickoff

Referee: Count players on field

Ask keepers to raise their hands to indicate 'ready'

Indicate to kicking team to start; **start your watch;** whistle

- Ball must move forward; otherwise it's a rekick
- Kicker cannot touch it twice, otherwise it's an indirect kick to the other team
- In U-10, this is a Direct Free Kick. Therefore, a ball kicked into the goal is a goal.

Goals

All of the Ball must legally travel across all of the goal line and between the posts and under the crossbar.

Referee: Point to center spot. Blow whistle, IF necessary.

Assistant Referee: Run up the touchline 10 yards to indicate goal has been scored.

Throw-ins

- When: ball goes completely over the touchline. Throw-in to opposing team of player that last touched the ball.
- Both feet on the ground and on or behind the touchline
- Ball must be held in both hands equally; ball must move from behind the head and over the head.
- If ball does not enter playing field: Re-throw
- Foul throw: One extra chance in U-9, then other team gets throw-in. No redo's in U-10
- Defenders: Can stand in front of thrower, but at least one yard back & cannot distract or try to interfere
- There is no offside on a throw-in
- Keeper cannot handle ball thrown directly to them from their own player

Referee: Point at 45 degree angle in direction of throw; you do not have to blow your whistle, only to get players attention if necessary

Goal kicks

- When: ball is last touched by attacking team and travels completely over the goal line
- How: ball may be placed anywhere in goalie box or roughly 6 yds out from goal line
 - Opposing players must be outside the penalty area
 - Ball becomes live when it completely crosses out of the penalty area. If touched beforehand, rekick.
- There is no offside on a goal kick.

Referee: point to goal box line; watch to see that ball leaves penalty area

Assistant Referee: point to goal area

Corner kick

- When: Ball is last touched by defending team and travels completely over the goal line
- How: Ball is placed inside corner flag within 1 yard of corner; flag cannot be moved.
 - Defending team must give 6 yard distance.
- There is no offside on a corner kick.

Referee: point to corner flag

Assistant Referee: Make eye contact with referee to see if he/she will make the call. Point to corner flag.

Offside

U-9's: Offside is enforced

U-10's: Offside is enforced

What is offside?

An attacking player is offside only if the player is at the moment the ball is last touched by a teammate:

1. in the opponents half of the field
2. in front of the ball
3. closer to the goal than the second to last defender
4. in the opinion of the referee, involved in active play by
 - a. playing the ball
 - b. interfering with an opponent

- c. gaining an advantage by being in an offside position
5. There is NO offside on 1/ throw-ins, 2/ goal kicks and 3/ corner kicks

Assistant Referee:

1. Note player in an offside position; judge by the player's torso, not their feet.
2. Raise flag when player becomes involved in active play
 - a. Stand with flag up until defense gains possession or referee indicates to you to put flag down
 - b. If offside is called by referee; point to location (close, mid, far)

Referee:

1. Whistle, calls offside, indicates spot for IFK
2. Raises hand to indicate IFK
3. Moves to likely location of where kick will land

The Ten Major Fouls (Careless, reckless or using excessive force)

(Note: players at different age levels have differing levels of skill)

1. Kicks or attempts to kick an opponent
2. Trips or attempts to trip an opponent
3. Jumps at an opponent
4. Charges at an opponent
5. Strikes or attempts to strike an opponent
6. Pushes an opponent
7. Holds an opponent
8. Spits at an opponent (mandatory red card)
9. *Deliberately* handles the ball
10. Makes contact with an opponent before touching the ball while tackling an opponent for possession of the ball

The punishment for a major foul is a Direct Free Kick from the point of the infraction (IFK in U-9)

Penalty Kicks (no penalty kicks in U-9)

Penalty kicks are awarded for Major Fouls committed in a player's own penalty area.

- All players except kicker and keeper must stay outside the penalty area until the ball is kicked.
- Once the ball is kicked, the ball is live.
- If a defending player encroaches into the area on a missed kick, the kick is retaken. If the ball enters the goal, the goal counts.
- If an attacking player encroaches into the area on a missed kick, an indirect kick is awarded to the defending team. If the kick enters the goal, the kick is retaken.
- If both defending and attacking players enter the area before the kick is taken, the kick is retaken.
- If the goalkeeper moves off the line before the kick or otherwise infringes the laws of the game, the kick is retaken if missed and counts if it scores.
- If the kicker infringes the laws of the game, the kick is retaken if scored. If missed, the defending team is awarded an indirect free kick.
- If the kicker touches the ball a second time after kicking it – and before another player has touched it, the defending team is awarded an indirect free kick from that spot.

The Minor Fouls

1. Dangerous Play
2. Obstruction
3. Prevents the goalkeeper from releasing the ball
4. Any other infraction not covered elsewhere
5. Goalkeeper taking more than six seconds to release ball
6. Touches the ball a second time after releasing it
7. Handling the ball if kicked back by teammate
8. Wasting time

The punishment for a minor foul is an Indirect Free Kick from the point of the infraction

Infractions in a player's own goal area

Indirect free kick from the nearest point on the goal box; defending players can line up on the goal line

Cards (Not given out in the U-9 House division)

Yellow Cards (cautions)

- Persistent infringement of laws
- Unsporting behavior
- Dissent**
- Delay**
- Leaving the field without the referee's permission
- Entering the field without the referee's permission
- Distance**

Red Cards

- Violent Conduct
- Serious Foul Play
- Abusive Language
- Spits at any person
- Denies an obvious goal-scoring opportunity by handling the ball
- Denies an obvious goal-scoring opportunity by committing a foul
- Receives a second caution in a match

Handball

- There is no such thing as a "hand ball"
- The foul is for deliberately handling the ball
- A player may cover their face or body to protect them self. It's only handling the ball if they then move their hands.
- Remember: if the ball hits the hand, no foul; if the hand hits the ball, then it's a foul.

The Advantage Rule

If the team that has been fouled has an advantage, make the advantage signal (both hands swept out from the waist) and call out "advantage" or "play on." If the advantage doesn't materialize, you can stop play within 3 seconds.

If you make a Mistake

You can correct a mistake as long as play has not restarted.

Free Kicks (only IFKs in U-9)

- Ball must not be moving when free kicked. The ball is in play when it is touched and moved. Kicks other than kickoffs or penalty kicks can be in any direction
- Direct Free Kicks: can be kicked directly into goal (not in U-9)
- Indirect Free Kicks: must touch another player before going into goal
 - If kicked into opposing goal: becomes goal kick
 - If kicked into own goal: becomes corner kick
- A defending team does not have the “right” to form a wall. If the attacking team chooses to quick kick a ball, that is okay. If a defender who is within 6 yards interferes with the ball, rekick. If an attacking player asks for the referee’s help in getting the defenders to move 6 yards away, only then stop the game. Tell the attacking player to “wait for the whistle” before restarting. Point to your whistle. Then move the defenders back 6 yards and restart.

Referee: To signify an IFK raise one hand over head; keep up until ball touches another player.

Dropped Balls

If play is stopped for any reason that doesn’t call for another type of restart, you will restart play with a dropped ball. Examples of these situations include:

- a. an injured player
- b. you stop play by mistake
- c. an outside agent touches the ball (a spectator touches the ball on the field)

Referee: As for one player from each team. (Note, you don’t have to have a player from each team.) The ball must touch the ground before being touched by a player. A player may touch it twice. If a player touches the ball before it hits the ground or if the ball goes out of play before being touched, redrop the ball.

Rules for and about goalkeepers

- Players cannot “charge” the goalkeeper
- Keeper may dribble ball back into goal area and pick it up (as long as not originally passed by teammate)
- Keepers may dribble the ball (considered to be in the spirit of being in their possession)
- Location the ball is what’s important, not where the goalkeeper or player is.
- Goalkeepers may not pick up balls passed back to them from their own teammates or from throw-ins by their teammates. The punishment is an IFK. (Note that this means “deliberately” passed back to them. If they accidentally redirect the ball towards the keeper or the ball glances off a defender and goes back to the keeper, this is not considered a “pass back” and shouldn’t be called.

Time Lost

There is no time added for injuries or stoppage in the U-9 and U-10 divisions.

Whistles

If there is anything we've learned about watching new referees, it's that they don't blow their whistles loud enough. What seems loud to the referee usually can't be heard across the field.

Blow your whistle loudly when you blow it.

1. One whistle to start and stop play.
2. Two whistles to get people's attention.
3. Three whistles to signal the end of a half.

Referee positioning

Referee

1. Runs a diagonal
2. Maintains eye contact with assistant referees
3. On free kicks, goes to where ball will be after being kicked

Assistant Referee

1. The SINGLE MOST IMPORTANT job of the Assistant Referee is to call offside. Everything else is less important!
 - a. *Therefore, stay with the second to last defender at all times.* (This is one of the hardest things to remember, but during the course of play the AR must stay even with this player. Note: If the goalkeeper passes a defender, the keeper may become the second to last defender for a few seconds.)
2. Signals goal and corner kicks when ball crosses end line, even if across the field on the "referee's" half of the field. Raises flag when ball crosses the end line to assist the referee in knowing when the ball crosses the line.
3. On goal kicks, stays with the goalkeeper long enough to see that the ball is correctly placed and that ball leaves penalty area before being touched
4. Repeats signals of other AR if not seen by referee
5. Signals direction of out of bounds on their half of the field; raises flag if ball crosses touchline on "referee's half of the field." To help referee, use hand of direction that they think ball should go.
6. Signals foul throws and fouls that are out of the view of the referee by raising their flag and giving it a brief wiggle.
7. Keep your flag down and keep it in the hand that the referee can see.

After the Game

Sign the Game Card and drop it off at Vicki's house.

Report any problems/ask any questions to the Referee Coordinator.

Tips for Referees

1. Show up on time, so that the game starts on time.
2. You may need to forcefully remind the coaches that you need to start the game or half on time. Do shorten the half (or quarters) to end on time if necessary. Tell the coaches that you are going to do that.
3. If there are only two referees for a U-10 game:
 - a. If you are both licensed, you can each take a half of the field OR
 - b. One USSF licensed referee can center the game and the other (either licensed or an RIT) can work one line; recruit a parent to do the other line.
4. Look neat and professional, tuck your shirt in.
5. Keep the play moving

- a. Ignore the little fouls, call the significant ones
6. Explain your calls when appropriate. In these divisions, you are a coach as well as a referee and are helping to teach the Laws of the Game.
7. Take into account the age and experience (or inexperience) of the players when calling fouls (especially when considering pks) and cards. It is expected that cautioning players with a card would be an exceptionally rare occurrence in this age group (U-10 only).
8. Use your whistle only when you have to get people's attention
9. When you DO blow your whistle, blow it LOUD!!!
10. Wrap your whistle around your hand, rather than keep it around your neck.
11. Don't be afraid to whistle loudly or talk loudly.
12. On free kicks, keep your eyes on where ball is going. This is where fouls may happen.
13. Talk to the coach if a player or parent or coach gets out of hand. Their behavior is the coach's responsibility.
14. Talk to the Referee Coordinator if you have a problem with any player, parent or coach.
15. Use common sense.
16. Avoid arguments. Ignore what you hear from the sidelines.
17. You WILL make mistakes. Learn from them, but focus on the present.
18. Use humor to keep things friendly.
19. In the U-10 division, coaches (and parents) may not coach from the goal lines. They need to stay along the touchlines. If you have a problem, talk to the coach and ask them to help.
20. ** ITOOTR= In the event of any question, all calls are "In the Opinion of the Referee."

Sample Pre-Game Introduction (for U-9)

"Hi Coach, my name is _____ and I will be ref'ing your game today. We'll be playing two 25 minute halves with a 5 minute break at halftime. Because there is another game right after ours, we will need to start on time or we will have to shorten our game.

Please tell your parents and substitutes to stay at least one yard behind the sideline. When you want to substitute a player at a stoppage, please get my attention before subbing. Then call your player off the field and don't send your sub out until the player is off the field. That makes my job of keeping track of players easier. I will call for captains for the coin toss just before kickoff. Thank you and have a great game."