



**RiverCity**

**YOUTH SOCCER LEAGUE**

Sacramento, California

**- R C Y S L -**

# **COACH & REFEREE HANDBOOK**

**RECREATIONAL (DIVISION 4)  
CPL & SELECT**

**2009 - 2010**

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Dear Coaches and Referees:

This is the thirteenth edition of the RCYSL Coach and Referee Handbook. It is written for new and experienced coaches and referees. *FIFA Laws of the Game* provides only the basic rules of play. Most of the procedures and recommendations for referees must be learned by training, observation, and experience. The goal of this handbook is to present this information in an organized manner and to allow the coaches and referees to learn it as quickly as possible. The handbook also includes:

- Sportsmanship is for everyone.
- Referee fees.
- A list of current club managers and referee coordinators.
- **The latest rule changes adopted by the River City Youth Soccer League (RCYSL)**, the California Youth Soccer Association (CYSA), the United States Youth Soccer Association (USYSA), the United States Soccer Federation (USSF), and the Federation International de Football Association (FIFA). Even experienced coaches and referees will benefit from reviewing the new information and may pick up a useful tip or two.
- **A summary of the rules as modified by RCYSL.**
- A copy of the RCYSL Match Report Form
- A copy of the official CYSA Referee's Send-Off Report
- A copy of the RCYSL Evaluation of Game Officials
- **Referees, Coaches and Parents: Role Models for Life.**

The RCYSL Board has requested that all of the recommended procedures be followed to provide consistent officiating in our League.

On behalf of the RCYSL Board of Directors, we greatly appreciate your volunteerism for making soccer fun and educational for our youth. Please remember, everyone is out here for the kids to have fun. **Have a great season!**

Sincerely,

**Joe Esfandiary**

**President**

*River City Youth Soccer League Board of Directors*

## RIVER CITY YOUTH SOCCER LEAGUE EXECUTIVE BOARD MEMBERS

<u>Officers</u>	<u>Title</u>
Joe Esfandiary	League President
Tom Awalt	Vice President
Eileen Peebles	League Secretary
Cherie Faulconer	League Registrar
Tony Trabucco	League Treasurer
Richard Faulconer	Referee Coordinator
Bill Norris	Scheduler
Dino Reali	Coaching Coordinator
Ray Guzman	Sportsmanship Chairperson
Richard Faulconer	PAD Chairperson

[www.rivercitysoccerleague.org/Contact.htm](http://www.rivercitysoccerleague.org/Contact.htm)

## RIVER CITY YOUTH SOCCER LEAGUE CLUB MANAGERS

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NATOMAS (NSC)	ANTONIO ORTIZ	922-7776
RC COMPETITIVE (RCU)	NONE AT PRESENT	
RC SELECT (RC)	BRAD WATSON	485-7548
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## **SPORTSMANSHIP IS FOR EVERYONE**

(Tips for staying out of trouble and having a good time)

It is important to remember the primary goal of our league: "*The goal of RCYSL is youth playing soccer. This goal is to be realized by setting an atmosphere of good sportsmanship and friendly competition in which learning and playing soccer take place under safe conditions. Anyone or anything which distracts from this atmosphere must be discouraged and will not be tolerated."*

This should be all that needs to be said in this matter, however, let us make this perfectly clear. Coaches, parents, players, and referees must keep in mind the following:

- The game is for the enjoyment of all. There can be no place for personal ego enhancement.
- All participants must be treated with respect regardless of personal feelings and opinions. If you have a problem, **file a Match Report**. Action other than this will result in disciplinary action being taken against you.
- All participants are learning, even referees. The referees do not expect world-class play or coaching; please don't expect perfection from them. ***Yelling at or harassing referees will not be tolerated under any circumstances.*** If there is a problem, file a Match Report.
- Remember coaches, players, and parents, you **must receive permission** from the referee to enter the soccer field. To do so without permission from the referee is a direct violation of the rules of soccer and will be dealt with accordingly. **Inform your parents.**
- Teams should occupy opposite sides of the field. When this is not possible, each team including parents must stay on their side of the halfway line. *The coaches and players should stay in the technical area **one (1) yard behind the touchline** and **within ten (10) yards one way of the halfway line.*** **THIS RULE SHALL BE ENFORCED.**
- The referee is not required to enter into discussions with anyone regarding the reasoning behind their calls. The referee needs only to indicate the direction of the free kick and signal if indirect kick. So **DO NOT ASK** if he/she chooses not to discuss the call with you.

While at the game, we are all being observed by friends, acquaintances and children. May we all act in a manner that reflects well on our clubs, our League and ourselves. If we all do this, then we will have an enjoyable season.

## **HONOR THE GAME**

## **WHY A RED CARD? MAKE SPORTSMANSHIP A GOAL**

Excerpt from an Article by Brian Baxter, Baxter Sports Psychology

Well here goes, another article on sportsmanship -- why it's important and what you (the player, coach, the parent, the referee) should do about it.

The first step to solving any problem is to become aware of it. According to CYSA, there has been a rise in red cards in recent years. At this point, it is important to note that there is a difference between a violent tackle from behind, made out of frustration, and picking up a second yellow for an intentional handball. The intent of this article is to focus on the unsportsmanlike and violent red card offenses.

What do we do about it? In past articles I have read, it seems like the approach has been a bit unrealistic (think of that lady on the Simpson's who says hysterically: "Won't somebody please think of the children?")/ While being a good sport sounds good on paper while sitting a comfortable chair, it's a whole different story in the blazing sun in the heat of battle on the field.

Red cards are a part of soccer -- unfortunate, yes, but real. So, let's deal with the problem in an equally realistic manner. Eliminating red cards completely will never happen, but reducing the number of senseless unsportsmanlike and violent incidents is well within our control as a soccer community.

Soccer is the most passion-inducing game in the history of the planet. Evidence of this can be seen in any highlight tape of goal celebrations, not only from players, but fans as well. This is one of the reasons we love it. Socc  
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having nothing-to-lose, In all these cases, the passion and emotion arising in the players (or coaches, or parents) is coming out in negative and counter-productive ways. But, let's realize that this passion and emotion can be translated into positive and highly productive uses.

## **GOAL SETTING**

Sport psychology offers many techniques to deal with these issues: relaxation, positive self-talk, and visualization, to name a few. One of the best ways to focus this energy, however, both before and during a match, is proper goal setting. Goal setting is a staple in sport psychology and has been consistently proven in research to help with motivation, focus, and enjoyment in sports. Best of all, everyone can set goals: players, coaches, parents and referees alike.



## NEW 2009

# USSF MEMORANDUM 2009

**Referees are reminded that Law 5 states that the referee must stop the match if, in his opinion, a player is seriously injured.**

*USSF Advice to Referees: This statement confirms an earlier guideline issued by the International Board and repeated in a memorandum from USSF.*

- Kicking the ball off the field to stop play for an apparent injury detracts from the referee's responsibility under Law 5*
  - The referee must be seen to be quickly and publicly assessing any possible injury and clearly indicating a decision whether play is to be stopped*
- The referee must control such decisions as much as possible*

## The Technical Area

### Current Text:

- Only one person at a time is authorized to convey tactical instructions and he must return to his position after giving these instructions
- The coach and other officials must remain within its confines except in special circumstances, for example, a physiotherapist or doctor entering the field of play, with the referee's permission, to assess an injured player

### New Text:

The coach and other occupants of the technical area must behave in a responsible manner

**Only one person at a time is authorized to convey tactical instructions from the technical area**

### USSF Advice to Referees:

*The original language required team officials to return to their bench after they had arisen and moved toward the front of the technical area to give tactical instructions. The requirement to "return to the bench" has been removed.*

### Reminder to referees

**Referees are reminded that Law 5 states that the referee must stop the match if, in his opinion, a player is seriously injured.**

***USSF Advice to Referees: This statement confirms an earlier guideline issued by the International Board and repeated in a memorandum from USSF.***

***·Kicking the ball off the field to stop play for an apparent injury detracts from the referee's responsibility under Law 5***

***·The referee must be seen to be quickly and publicly assessing any possible injury and clearly indicating a decision whether play is to be stopped***

***The referee must control such decisions as much as possible***

## **Law 11 – Offside**

### **New Text:**

Any defending player leaving the field of play for any reason without the referee's permission shall be considered to be on his own goal line or touch line for purposes of offside until the next stoppage of play. If the player leaves the field of play deliberately, he must be cautioned when the ball is next out of play.

***USSF Advice to Referees:***

***It doesn't matter why the defender left the field***

***It doesn't matter where the defender left the field***

***If with the referee's permission, the defender cannot freely return to the field and should not be counted in determining who is the last and second to last defender***

***If not with the referee's permission, the defender is considered to be on the goal line or touch line (whichever is relevant) and must be considered***

***If not in the "normal course of play," caution for misconduct***

## **Procedures to Determine the Winner of a Match or Home-And-Away**

### **Kicks from the Penalty Mark**

**New Text (added to the existing text):**

**Any player thus excluded may not participate in kicks from the penalty mark**

***USSF Advice to Referees:***

***The intent of the new language is simply to confirm that players excluded as a result of the working of the “reduce to equate” process cannot participate in any way in the kicks from the mark phase of play. As a practical matter, such individuals must be directed to leave the field and join other ineligible team members and team officials in their team’s technical area. Excluded players are still under the referee’s authority.***

# COACHES

## RULES AND REGULATIONS

THE FOLLOWING RULES ARE APPLICABLE TO ALL GAMES PLAYED WITHIN RCYSL. THEY SHOULD BE READ AND UNDERSTOOD BY ALL RCYSL COACHES. ANY QUESTIONS SHOULD BE REFERED TO YOUR CLUB MANAGER OR COACHING COORDINATOR.

### 3:01 AUTHORITY & RESPONSIBILITIES

3:01:01 RCYSL shall operate under the General Procedures and Specific Rules of the California Youth Soccer Association (CYSA) and additional Rules and Regulations adopted by RCYSL Board.

3:01:02 The Rules and Regulations adopted by the Board shall not conflict with the Constitution and Bylaws of the California Youth Soccer Association (CYSA), the United States Youth Soccer Association (USYSA), the United States Soccer Federation (USSF), and the Federation International de Football Association (FIFA).

### 3:02 TEAM RESPONSIBILITIES

3:02:01 The host club is responsible for providing a safe and properly equipped field at the scheduled time. The field shall have distinctive lines, approved flags at each corner, and approved nets and goals. The host club shall also provide the appropriate referees as explained in Sec. 3:04.

3:02:02 Any host club that fails to provide the required playing field and referees in **proper attire** at the scheduled time should be reported on the Match Report Form. The Match Report Form shall be sent to the **League Referee Coordinator within 24 hours** who will impose a \$50.00 fine to the club for each offense unless the offense was due to circumstances completely beyond the control of the club.

3:02:03 **A team who fails to appear at a scheduled game will be responsible for paying all referee fees. No matter where the rescheduled game is played.**

### 3:03 PLAYER AND COACHES PASSES; COACH LICENSES; TEAM ROSTERS

3:03:01 In order to participate in any games, including seeding tournaments, all players and coaches must have a current, valid CYSA pass – **NO EXCEPTIONS!**

The coach and player passes **shall be given to and retained by the referee prior to the start of a game.** The referee shall verify that each pass (1) has not been altered, (2) is valid for the current season and (3) that the picture is appropriate as mandated by registration policy, (4) team name is correct, and (5) CHECK on the game card that the jersey **has an identifying number** for each Player. Signatures are not required.

Referees DO NOT to accept any **Team Roster** in lieu of coach and player passes.

Unless a coach or player as committed a violation that requires a 24-hour report to be sent to the League Referee Coordinator: The passes and game card may be returned after the game

Any coach using players without a proper player pass will be dismissed; the game terminated and declared a forfeit.

3:03:02 A scheduled game cannot start or continue and will be declared a forfeit if a coach or assistant coach with a valid pass is not present.

3:03:03 anyone applying as a coach or assistant coach shall pass the RCYSL approved Livescan (fingerprinting).

3:03:04 Coaches and assistant coaches must (1) complete a CYSA "F" course, (2) complete a coaches' application, (3) submit a copy of their coaching license, and (4) submit a picture before a coach pass will be issued.

### COACH ROLE MODEL FOR LIFE

What can coaches do to make the game of soccer more enjoyable for the players and easier for the referee to manage?

1. Take a course on the Laws.
2. Be accepting of the referee's decisions.
3. Remain calm.
4. Do not make loud, offensive remarks.
5. Concentrate on coaching, rather than on the accuracy of referees' decisions.
6. Be a role model of fair play.
7. Be positive; Avoid confrontation with any official.
8. During games, leave the decisions to the players.
9. Attend coaching classes beyond the "F" course to learn the most effective ways to conduct practices.
10. Give guidelines to parents.
11. Set high standards.
12. Be firm with parents at games.
13. Teach skills and fair tactics.
14. Discourage unfair gamesmanship.
15. Communicate with parents often in meetings and social gatherings.
16. Play the game and encourage parents to play and to referee.
17. Referee games.
18. Delegate responsibilities.

### 3:04 REFEREES

3:04:01. ALL GAMES SHALL HAVE AT LEAST ONE CURRENTLY CERTIFIED GRADE 8 OR 9 REFEREE.

3:04:02. ALL GRADE 9 REFEREES NOT IN FULL REFEREE UNIFORM ARE TO SERVE ONLY AS VOLUNTERS AND CANNOT BE PAID UNLESS IN FULL REFEREE UNIFORM.

3:04:03 **All Under-6 games shall** be played using a single center referee. The center referee shall be a `referees may be non-certified volunteers supplied by the teams to indicate only the out of bounds.

3:04:04 **All Under 8 games shall** be played using a **two-man or three-man referee system** with at least one grade 8 or grade 9 referee currently certified by United States Soccer Federation.

3:04:05 **All Under-10 games shall** be played using a **two-man or three-man referee system** with at least one grade 8 center referee and one or two grade 9 referee(s) all currently certified by the United States Soccer Federation.

3:04:06 **All under 12 and above games shall** be played using a **three-man referee system** with at least one grade 8 center referee; all currently certified by the United States Soccer Federation.

3:04:07 Coaches may serve as assistant referees, but should **not** serve as center referees in their own divisions. Relatives of players may serve as referees, but should **not** serve when their relative's team is playing. Center referees should be **at least four years older than the players.**

Both coaches must agree **before the game** to any exceptions to these rules. Once both coaches have agreed, they may **not** use the exceptions to protest the game.

3:04:07 Recreational Center and assistant referees **in full referee uniform** shall receive the following compensation from the host team for regular season games:

<u>Division</u>	<u>Center Referee</u>	<u>Each Assistant Referee</u>
Under-19	\$40.00	\$30.00
Under-16	\$35.00	\$30.00
Under-14	\$30.00	\$25.00
Under-12	\$25.00	\$20.00
Under-10	\$15.00	\$12.00
Under-08	\$12.00	\$10.00
Under-06	\$10.00	Volunteer

#### NO REFEREE UNDER THE AGE OF 14 YRS SHALL BE PAID

Seeding Tournament Games only – The fees to the Center Referee only are as follows:

Under-8 and Under-10: \$ 6 per game.

Each team will pay \$3 to the Center Referee before the start of each game.

Under-12 and Under-14: \$12 per game.

Each team will pay \$6 to the Center Referee before the start of each game.

Each team is to provide a linesman for the game precede or follow their game Grade 9 referees are volunteers only. They are not to be paid. This will be their training session.

### 3:05 RULES OF PLAY

3:05:01 the rules of play for all games in RCYSL shall be the most recent edition of USFF Laws of the Game as modified by California Youth Soccer Association and RCYSL.

3:05:02 Referees and coaches are not allowed to modify or ignore any of the rules. Any referee or coach who does not follow the rules should be reported to the Club Manager, noted on the game card and a Match Report Form.

3:05:03 Referees' decisions that are purely judgmental (i.e. was the ball in or out, was the hand ball intentional, etc.) may not be protested.

3:05:04 The following modifications by CYSA shall apply to all games in RCYSL:

- A. Players wearing orthopedic casts, air-splints or metal splints shall not be eligible to participate in any game.
- B. Charging the goalkeeper shall not be permitted at any time, when he/she is within his/her own **goal area**.
- C. Coaching from the sidelines, giving direction to one's own team on points of strategy and position, is permitted provided:
  1. No mechanical devices are used.
  2. The tone of voice is informative and not a harangue.
  3. No coach, substitute, player, or spectator is to be anywhere but at his/her bench area during the game. A team's bench area shall be that area one (1) yard from the touchline and extending to ten (10) yards, one way, from the half-line only.
  4. No coach, substitute, player, or spectator is to make derogatory remarks or gestures to the referees, other players, substitutes, or spectators.
  5. No coach, substitute, or player is to use profanity.
  6. No coach, substitute, player, or spectator is to incite, in any manner, disruptive behavior of any kind.
- D. The penalty for the above shall be (1) ejection from the game and (2) disciplinary action which will be taken by the appropriate committee, PAD or Sportsmanship.
- E. **Where colors of uniforms are similar, the home team must change color, which are distinct from those of the opponent. , Bibs may be used if appropriate.**
- F. It will be the responsibility of both teams to have a game ball and see that their fans behave in a proper and respectful manner.
- G. Players may be substituted at the following times:
  1. Prior to a throw-in in your favor.
  2. Prior to a goal kick by either team.
  3. After a goal by either team.
  4. After an injury from either team when play is stopped by referee. Only the injured player may be substituted.
  5. At half time.
  6. When the referee stops play to caution a player, only the cautioned player **may be substituted** prior to the re-start of the game.

H. The number of substitutes shall be unlimited. A substitute shall not enter the field of play until the player is completely off the field or has been given the signal to do so by the Center Referee.

I. Game times and ball specifications:

<u>Age division</u>	<u>Length of Half</u>	<u>Ball Size</u>
Under-19	45 minutes	#5
Under-16	40 minutes	#5
Under-14	35 minutes	#5
Under-12	30 minutes	#4
Under-10	25 minutes	#4
Under-8	20 minutes	#3
Under-6	20 minutes	#3

3:05:05 Modified rules for **Under-6 and Under-8** shall be as follows:

A. The field of play and goals shall be as follows:

Field size - minimum 35 yards wide x 40 yards long.  
- Maximum 50 yards wide x 70 yards long.

Goal size - 6 feet high x 15 feet wide

Goal area - 6 yards from each goal post and 6 yards out.

Penalty area - none

Center circle - 12 yards diameter

B. The number of players **on the field** shall be as follows:

**Under-6:** Maximum five players, one of whom is a goalkeeper. Minimum of three (3) players.

**Under-8:** Maximum of seven players one of whom is a goalkeeper. Minimum of four (4) players.

C. Breaks of one minute shall be given mid-way through the first and second half. The game shall be restarted with a kick-off by the same team that started the first half.

D. The referee shall make decisions on points of fact connected with the game and their decision is final. The referee shall be encouraged to explain the infraction to the offending player.

E. All free kicks shall be taken as **indirect free kick**. A goal may not be scored until the ball has been played or touched by a second player of either team.

F. **No penalty kicks shall be taken.**

G. Goal kicks may be taken from **any point inside the goal area**. All opposing players must be out of the goal area and at least **six yards away**.

H. A repeat throw-in may be granted by the referee to a player after an explanation.

I. Offside is generally not called unless in the opinion of the referee a player is being coached or is remaining in an offside position to gain an advantage of a scoring

3:05:06 RCYSL Modified rules for **Under-10** shall be as follows:

- A. The field of play and goals shall be as follows:
  - Field size – minimum 35 yards wide x 50 yards long.
    - maximum 60 yards wide x 90 yards long.
  - Goal size – 7 feet high x 18 feet wide.
  - Goal area – 6 yards from each goal post and 6 yards out.
  - Penalty area – 14 yards from each goal post and 14 yards out.
  - Penalty mark – 10 yards from goal.
  - Center circle – 16 yards diameter.
- B. The number of players on the field shall be as follows:
  - Total nine (9) players** one of whom is a goalkeeper. (Minimum is five (5) players one of whom is a goalkeeper). Maximum of fourteen (14) players on the roster.
- C. All free kicks shall be classified as either direct or indirect. **And at least 8 yards away from the ball**
- D. Penalty kicks may be taken **and all players must be at least eight (8) yards away**
- E. Offside will be called.
- F. Goal kicks shall be taken from goal area per FIFA rules. All opposing players must be Out of the goal area

3:05:07 **Law 3 USSF/FIFA will apply to all ages above Under-10.**

3:05:08 For recreational level play, all registered players on the team's roster who show up for a game must play a **minimum of one-half of that game**. Only players who have missed practice, are being disciplined or are ill or injured may play less than one-half the game. **The referee and the opposing coach must be notified prior to the start of the game** of any players who will not play one-half of the game.

3:05:09 **Coaches** are responsible for the control of **their players, parents and spectators** during the game. A coach may be dismissed by the referee due to actions of these other individuals.

3:05:10 the **referee shall allow** each coach to make written comments on the game card at the conclusion of each game. He/she should include the name and phone number for each coach making written comments.

3:05:11 RCYSL shall provide a Match Report Form to any individual associated with a particular game. The completed form, and only that form, shall be returned to the individual's club manager for appropriate action. The Center Referee shall send the game card, coach/player passes, and 24-hour report to the League Referee Coordinator. The Match Report and the 24-hour Report Form can be downloaded from the RCYSL website.

3:05:12 it shall be the responsibility of either the Club Manager or the Referee Coordinator to insure the field is playable prior to games scheduled that day. **Coaches may not cancel games** without prior consent of the Club Manager. **The center assigned referee may cancel the game as soon as he determines that the game is not playable.** Once the game has started it will be the sole responsibility of the assigned center referee to determine if the field is in playable condition.

**RIVER CITY YOUTH SOCCER LEAGUE  
 REFEREE COORDINATORS  
 RECREATIONAL CLUBS -- CYSA Division 4**

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DEL DAYO (DD)	JOHN BUTTERFIELD	704-9336
FULTON-EL CAMINO (FEC)	MARK CARLSON	359-1579
NATOMAS (NSC)	RICARDO BRAU	798-8362
ROSEMONT (RSC)	PRANEEL SINGH	363-2449
SACRAMENTO NORTH (SN)	TERRY MOFFATT	419-8000
SAINT IGNATIUS (SI)	CHRIS RYAN	489-4427
SIERRA OAKS (SO)	ROB NORRIS	333-4081

# RULES OF PLAY

## INTRODUCTION

This summary of Rules of Play combines the most recent *FIFA Laws of the Game* with current modifications by **USSF**, **CYSA** and **RCYSL**. The goal is to provide an easy to read summary of all the current rules of play as **modified by CYSA and RCYSL**, yet provide enough detail to cover most playing situations.

Referees and coaches are not allowed to **modify or ignore** any of the rules of play. Any coach who does not follow the rules should be reported to the club manager. If a referee does not follow the rules, the game should be played anyway. The game may be protested afterwards. Referees' decisions that are purely judgmental (i.e. was the ball out, was the handball intentional, etc.) may not be protested.

## GENERAL PRINCIPLES

### RULE CHANGES

**USSF** meets every year to consider changes to the Laws of the Game. They try to minimize the number of changes. Major rule changes are made to the Laws while minor changes are made through "Decisions of the International F.A. Board." The decisions of the Board carry the same force as the Laws themselves.

### MODIFICATIONS

**USSF** allows **CYSA** and **RCYSL** to modify certain rules. This means some rules may be different in other leagues and states. All RCYSL Coaches should always determine which jurisdiction and set of rules the team is playing under prior to the beginning of the game.

### BOUNDARIES

All boundary lines are part of the area they enclose. For example, the ball must pass over the touch line completely before it is out of play.

### BALL POSITION

The position of the ball is the only factor used to determine when play has stopped or a goal has been scored. Play will continue even if the player is out of bounds when the ball is kicked as long as the ball remains in bounds. Play will stop even if the ball comes back in bounds if it veers completely over the line during its flight. Even if the goalkeeper is inside his/her goal when they catch the ball, there is no goal unless the ball has completely crossed the goal line.

## BALL IN PLAY

At the beginning of each half or after a goal is scored, the ball must move forward from a kicking motion.

## PENALTIES AND FREE KICKS

The referee can call a foul when the ball is not in play. The foul can be a caution and/or send-off and must be restarted with a drop ball.

## BALL IN GOAL AREA

In general, any free kick can be taken from anywhere in your own goal area. In the opponent's goal area, the ball is placed on the goal line, which runs parallel and in front of the goal, at the point nearest to where the foul was committed. This is also the spot where the referee would drop the ball for a restart if the play were stopped in the goal area.

# LAWS OF THE GAME

## (A BRIEF SUMMARY)

### LAW 1 – FIELD OF PLAY

The field of play must be rectangular. Minimum field size shall be 50 yards wide by 100 yards long. Goals must be securely anchored. (Note - see CYSA and RCYSL for modifications of goal and field size for Under-6, under-8 and Under-10).

### LAW 2 – THE BALL

Conform to USSF and CYSA/RCYSL modifications.

### LAW 3 – NUMBER OF PLAYERS ON THE FIELD

Maximum: 11. Minimum: 7 Ages 12 and Older. See modifications for Under 6, 8 and 10. One player must be a goalkeeper at all times. *Any of the other players may change places with the goalkeeper, provided that the referee is informed and the change is made during a stoppage of play. If a player changes places with the goalkeeper without the referee's permission before the change is made: play continues, the players concerned are cautioned and shown a yellow card when the ball is next out of play.*

**Substitutes** should enter the field of play **at the halfway line after receiving a signal from the referee**. If there are too many players on the field, play is stopped and the **extra player(s)** is (are) **cautioned and removed**. Play is restarted with an indirect free kick.

CYSA/RCYSL allows an unlimited number of substitutes. Players may be substituted at the following times:

- Prior to a throw-in, in your favor.
- Prior to a goal kick, by either team.
- After a goal, by either team.
- After an injury by either team when the referee stops play..
- At half time.
- When the referee stops play to caution a player, only the cautioned player may be substituted, prior to the restart of the game.

### LAW 4 – PLAYERS' EQUIPMENT

The basic compulsory equipment for all players consists of a jersey or shirt, shorts, identical stockings, shin guards and footwear. The jersey or shirt must have sleeves and be unadorned. When under shirts are worn, they must be the same main color as the jersey or shirt. When under shorts are worn, they must be the same main color as the shorts. Shin guards must be covered entirely by stockings. The goalkeeper must wear colors which distinguish him/her from the other players and referees.

A player cannot wear anything, **including jewelry, dangerous to himself/herself or another player**. All items of jewelry (necklaces, rings, all bracelets, earrings, leather bands, rubber bands etc.) are strictly forbidden and must be removed. Using tape to cover jewelry is not acceptable.

Players wearing orthopedic casts, air splints, metal splints, or non-soccer cleats (i.e. baseball or softball cleats when the front spike is not removed) shall not be eligible to participate in any game. The Center Referee will have sole responsibility to determine whether the cleats can be used.

The players are to be inspected before the game begins and substitutes before they enter the field of play. If a player is discovered to be wearing unauthorized clothing or jewelry during play, the referee must:

- inform the player that the item in question must be removed
- order the player to leave the field of play at the next stoppage if he is unable or unwilling to comply
- caution the player if he willfully refuses to comply or, having been told to remove the item, is discovered to be wearing the item again

If play is stopped to caution the player, an indirect free kick must be awarded to the opposing team from the position of the ball when play was stopped (see Law 13 – Position of Free Kick).

## **LAW 5 – REFEREE**

Referees will be in proper uniform at all times during their participation as game referees (either center or assistant). Failure of any referee to be in proper uniform will be noted on the Match Report Form and submitted to your Referee Coordinator within 24 hours. The League Referee Coordinator may impose a \$25.00 fine to the host club. Proper uniform for any referees shall be as follows: black shorts, black socks, black shoes and choice of yellow, red, blue or black referee jersey.

Each game is controlled by a referee who has full authority to enforce the Laws of the Game in connection to the game to which he/she was appointed. The referee's authority begins before the game when he/she enters the field and continues after the game until he/she leaves the field. He/she can penalize a player or coach at anytime, even when the ball is not in play. The referee:

- Enforces the Laws of the Game.
- Enforces decisions regarding facts connected with play.
- Keeps a record of the game.
- Allows no person other than players and assistant referees to enter the field without permission.
- May stop, suspend, or terminate the game.
- Provides the appropriate authorities with a match report, which would include information on any disciplinary action taken against players, team officials and any other incidents that occurred before, during or after the game.

The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided that play has not restarted.

## **LAW 6 – ASSISTANT REFEREES**

At least two referees are to be used in all games above Under 6. Their duties, subject to the decision of the referee, are to indicate:

- When the whole of the ball has passed of the field 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 a substitution is requested.
- When misconduct or any other incident has occurred out of the view of the referee.

See RCYSL Modifications for Under-6, 8, and 10

## **LAW 7 – DURATION OF THE GAME**

The game is divided into two equal periods. (Note – see CYSA and RCYSL for the length of times for games). Allowance may be made in either period for all time lost through substitution, injured players, time wasting or other causes. The referee determines how much time to allow. Time will be extended to permit a penalty kick at the end of either period.

## **LAW 8 – START AND RESTART OF PLAY**

The team winning the coin toss decides which goal to attack in the first half of the game. The other team takes the kick-off to start the game. Play begins with a kick-off. All players must be on their own side of the field and players not taking the kick must remain outside the center circle until ball is in play. The ball is in play when it is moved forward with a kicking motion. 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 all of the ball has completely crossed over the touch line or goal line or when the referee has stopped play. The ball is in play at all other times.

## **LAW 10 – METHOD OF SCORING**

A goal is scored when all of the ball has completely crossed over the goal line, between the goalposts and under the crossbar, provided that the Laws of the Game were not infringed by the team scoring the goal.

## **LAW 11 – OFFSIDE (See 2009 Memorandum)**

Offside is the most misunderstood Law of soccer. To be offside two things must occur:

1. The player must be in an offside position at the time the ball is played.
2. The player must be interfering with play or with an opponent, or seeking to gain an advantage.

To be in an offside position the player must have all of the following criteria:

1. Be in the opponent's half of the field **and**
2. Have less than two opponents between him/her and the goal line **and**
3. Be nearer to the goal line than the ball **and**
4. Not receive the ball directly from a goal kick, corner kick or throw-in.

A player being offside is judged at the moment the ball is passed!

## **LAW 12 – FOULS AND MISCONDUCT**

A **direct free kick** is awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be careless, reckless, or using excessive force:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent

- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent

**A direct free kick** is also awarded to the opposing team if a player commits any of the following offenses:

- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately except for the goalkeeper within his own penalty area

**A penalty kick** is awarded if any of the above ten offenses is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

**An indirect free kick** is awarded if a goalkeeper, inside his own penalty area, commits any of the following five offenses:

- It takes more than six seconds while controlling the ball with his hands before releasing it
- Touches the ball again with his hands after it has been released and has not touched any other player
- Touches the ball with his hands after he has received the ball deliberately kicked to him by a team-mate
- Touches the ball with his hands directly from a throw-in from a team-mate
- Wastes time

**An indirect free kick** is also awarded to the opposing team if a player, in the opinion of the referee:

- Plays in a dangerous manner
- Impedes the progress of an opponent
- Prevents the goalkeeper from releasing the ball
- Commits any other offense, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player.

The penalty is an indirect free kick from where the foul occurred but outside the goal area.

A player is cautioned and shown the yellow card if he/she commits any of the following offenses:

- Is guilty of unsporting behavior.
- Shows dissent by word or action.
- Persistently infringes the Laws of the Game.
- Delays the restart of play.
- Fails to respect the required distance when play is restarted with a corner kick or free kick.
- Enters or re-enters the field of play without the referee's permission.
- Deliberately leaves the field of play without the referee's permission.

A player is sent off and shown the red card if he/she commits any of the following seven offenses:

- Is guilty of serious foul play.
- Is guilty of violent conduct.
- Spits at an opponent or any other person.
- Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his/her own penalty area).
- Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick.
- Uses offensive, insulting or abusive language.
- Receives a second caution in the same game.

## **LAW 13 – FREE KICKS**

Direct free kicks are awarded for the ten major fouls. A goal may be scored directly from the kick and opponents must be ten yards away. No free kicks may be taken by the attacking team inside the defender's goal area.

Indirect free kicks are awarded for all other offenses, infractions, and misconduct. A goal cannot be scored directly from an indirect free kick but must be touched by another player other than the kicker before a goal can be scored. All opponents must be ten yards away. No indirect kicks by the attacking team may be taken inside the defender's goal area.

## **LAW 14 – PENALTY KICK**

A penalty kick is awarded when one of the ten offenses is committed by a defender against an opponent in the defender's own penalty area while the play is in play. The ball is placed on the penalty mark. The defending goalkeeper must remain on the goal line between the goalposts until the ball is kicked. All players, except the kicker and the defending goalkeeper, must remain outside the penalty area and ten yards away from the penalty mark until the ball is kicked. A goal may be scored directly from a penalty kick.

## **LAW 15 – THROW-IN**

When all of the ball passes completely over the touch line, play is restarted with a throw-in taken by a player of the team opposite that of the player who last touched it. A throw-in requires that the player taking the throw-in face the field, have part of each foot on or outside the touch line, use both hands, and deliver the ball from behind and over his/her head. All opponents must be **at least 6 feet (2 yards)** away from the point at which the throw in is taken.

The penalty for an improper throw-in is a throw-in to be taken by a player of the opposing team. (Note – see CYSA and RCYSL modifications for Under-06 and Under-08.) A goal cannot be scored directly from a throw-in. The thrower may not touch the ball again until it has touched by another player. The ball is in play immediately after it enters the field.

## **LAW 16 – GOAL KICK**

When the ball is last touched by an attacking player before going over the goal line and a goal has not be scored, play is restarted by the defending team kicking the ball from anywhere within its goal area. Defending players may be anywhere on the field. Attacking players must remain outside the penalty area until the ball is in play. The ball is in play when it is outside of the penalty area. (Note – see CYSA and RCYSL modifications for Under-06 and Under-08.)

## **LAW 17 – CORNER KICK**

When the ball is last touched by a defending player before going over the goal line and a goal has not been scored, play is restarted by the attacking team taking a kick from within the corner arc on the side of the field where the ball went over the goal line. Defenders must be ten yards away from the ball when the corner kick is taken. The ball is in play when it has been kicked or moves. The kicker may not play the ball again until it is touched by another player.

# REFEREE EQUIPMENT

## REQUIRED EQUIPMENT

- **RULE BOOKS** – In addition to this Handbook, which has the current RCYSL Rules and Regulations, you must have a copy of the current FIFA Laws of the Game.
- **UNIFORM** – This year, RCYSL had adopted the following uniform: **black shorts, black socks, black referee jersey, black shoes** (It is ok for the referees to wear a different color as long the team had all the same color and it do not conflict with the playing teas
- A proper uniform is a statement that you are serious about your duties and intent to control the game. Failure of any referee to be in proper uniform will be noted on the Match Report Form and submitted to referee coordinator and club manager within 24 hours. A \$25.00 fine may be imposing to the host club.
- **REFEREE BAG**
- **AT LEAST TWO WHISTLES**
- **STOP WATCH** – should not have an audible sound.
- **PEN OR PENCIL**
- **COIN**
- **GAME CARD (PROVIDED BY HOME TEAM (check for jersey numbers)**
- **ASSISTANT REFEREE FLAGS**

## SUGGESTED EQUIPMENT

- DIFFERENT COLOR UNIFORM
- BLACK OR CLEAR RAIN JACKET
- SPARE WHISTLE AND WATCH
- EXTRA PENS OR PENCILS
- SPARE SET OF SHOES AND LACES
- AIR PUMP AND NEEDLES
- PERSONAL FIRST-AID KIT
- WATER BOTTLE
- EQUIPMENT BAG
- PLIERS AND FILE
- CLOTH TAPE
- CELL PHONE

**(All cell phones must be kept in Referee's bag prior to the start of game and not used during game.)**

# REFEREES GETTING STARTED

## YOUR RESPONSIBILITIES AS A REFEREE

A good referee can make a game a pleasure for the players, coaches and spectators. A poor referee can turn a simple recreational game into a disaster. Youth soccer presents special demands on a referee. An Under-8 recreational game can be as challenging as an Under-16 championship game can. It is mandatory that you continue to improve yourself through training and experience and always be familiar with all the rules and regulations for a particular age group.

## PROTECT THE PLAYERS

**Your first responsibility** as a referee is to **protect the players**. Protect them from dangerous equipment or conditions, protect them from dangerous players and occasionally even protect them from themselves. You begin protecting players when you inspect the field conditions and the player's equipment. During the game you must have the courage to stop dangerous play even if you have to caution or eject a player. Do not hesitate to stop a game completely if the situation is out of control. No game is worth the risk of serious injury.

## THE THREE "E's"

**Youth soccer, particularly for the younger players, requires additional effort from the referee. The referee must be able to:**

**EDUCATE** – Youth players are all learning the game of soccer. The referee has a great opportunity to instruct players. This does not mean stopping the game to give a lecture, but a quick "keep your elbows down when charging" will suffice. More time and latitude should be given to the younger and less experienced players.

**ENCOURAGE** – Youth players are not professionals. The only "payment" they receive is the enjoyment of playing soccer. A "nice try" said to a goalkeeper who has just been scored on or a "great kick" said to a player after a good free kick means a great deal coming from the referee. Take the time to learn the names of a player or two from each team and use their names during the game. You will be amazed at how positively they respond.

**ENJOY** – Youth soccer should be fun for the players, the coaches, the spectators and even the referee. A quick smile or laugh at the appropriate times can keep the game in perspective and ease difficult situations. You must maintain control of the game, but don't forget that it is only a game.



# REFEREES - RUNNING A GAME

## FIELD POSITIONING (DIAGONAL THREE-REFEREE SYSTEM)

The diagonal system of control is to be used on all games in RCYSL. The system is based on one referee and two assistant referees.

### MECHANICS

The center referee should be flexible, using the diagonal system of control. His/her diagonal path should be towards the corner flags on the opposite side of your assistant referees. The assistant referees should position themselves in line with the last defender or the ball, whichever is closer the goal line.

As a center referee, you will spend most of the game moving at medium speed. At least ten times during the game you will have to sprint at full speed to follow a quick attack on goal. Much of the time, you must run sideways or backwards to view a play. You also must be mobile to avoid players and the ball.

### TIPS

- *There is an average of fifty times during the game when play is stopped for throw-ins, injuries, etc. Use these times to regain your strength.*
- *A ball travels faster than any player or referee can. As a center referee, keep up with the play, not with the ball.*
- *Through experience as a center referee, you will learn to avoid unnecessary running on the field, thus saving your energy for sudden breakaways on goal when you must not be caught in the middle of the field.*

### COOPERATION BETWEEN THE REFEREE AND ASSISTANT REFEREE

Law VI stipulates that two assistant referees are appointed whose duties, subject to the decision of the referee, are to indicate:

- When the whole of the ball has passed out of the field 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 a substitute is requested.
- When misconduct or any other incident has occurred out of the view of the referee.
- 

Keeping in mind their distinct duties as stated above, the center referee should decide beforehand exactly what he/she requires of the assistant referees and tell them clearly how they can assist him/her. The three officials must therefore confer before the game and the referee's instructions must be specific in order to avoid confusion. The assistant referees must, for their part, fully appreciate the referee's supreme authority and accept his/her rulings without question should there be any difference of opinion. They must be supportive and never contradict his/her decisions.

## INSTRUCTIONS TO ASSISTANT REFEREES

The referee should discuss the following points with the assistant referees prior to the start of the game:

- The time by his/her watch.
- The side of the field that each assistance referee should take in each half of the game.
- Their duties prior to the game, such as checking the field or checking in a team.
- Their positioning during corner kicks and other plays.
- Which detail in the throw-in shall be observed by the assistant referee. Some referees ask their assistants to watch for foot faults while they themselves concentrate on hand faults.
- What signal the referee and assistants will use to communicate.

### TIPS

- *Have your assistant referees present and introduce them during the pre-game instructions to the teams.*
- *Before signaling for a goal, always check with your assistant referees.*
- *Whenever possible, face your assistant referee as play progresses, keeping the play between the two of you.*
- *Never allow your conversations with your assistant referees to be overheard.*
- *As a need arises and where a special disciplinary problem may exist or be anticipated, the referee may change diagonals and switch his/her assistant referees at any time.*

## SIGNALS BY THE REFEREE

While the referee is not required to explain any offense that has caused him/her to give a particular decision, there are times when a simple gesture or word of guidance can aid communication and assist toward greater understanding gaining more respect, to the mutual benefit of referees and players. Improving communication should be encouraged, but the exaggerated miming of offenses can be undignified, confusing and should not be used.

An indication by the referee of the point where a throw-in should be taken may well help prevent a player taking a throw-in improperly. A call of "Play on, advantage" confirms to a player that the referee has not simply missed a foul, but has chosen to apply advantage. Even an indication that the ball was minutely deflected by its touching another player on its path across a touch line might be helpful too in generating a greater understanding between the referee and the players. A better understanding will lead to more harmonious relationships.

All signals given by the referee should be simple, clear and instinctive. They should be designed to control the game efficiently and to ensure continuous play as far as possible; they are intended essentially to indicate what the next action in the game should be, not principally to justify that action.

An arm pointing to indicate a corner kick, goal kick, or foul, and the direction in which it is to be taken, will normally be sufficient. The raised arm to indicate that a free kick is indirect is clearly understood, but if a player queries politely whether the award is a direct or indirect free kick, a helpful word from the referee, in addition to the regular signal, will lead to a better understanding in the future.

## SIGNALS BY THE ASSISTANT REFEREE

When play has been stopped the assistant referee should assist the referee by signaling:

- Offside – The assistant referee should lower his/her flag at full arm's length and point across the field of play to indicate the spot from which the kick should be taken. The only exception would be where the referee has decided to position himself/herself to judge offside when play develops from a corner kick, penalty kick, or free kick close to goal.
- Throw-in – When the ball goes out of play over the touch line on his/her side of the field, the assistant shall indicate the direction of the throw. He/she shall also signal if the thrower's feet, at the moment of release of the ball, are incorrectly placed.
- Corner kicks and goal kicks – When the whole of the ball goes out of play over the goal line the assistant should indicate whether a corner kick or goal kick should be given.
- Goal – When the referee indicates that a goal has been scored the assistant should return quickly to his/her position towards the halfway line.
- Substitutions – When a substitution is to be made, the assistant nearest to the point of substitution should attract the attention of the referee by raising his/her flag as required.
- Law 12– If the assistant senses that the referee has not seen an infringement, he/she should raise their flag high and hold their position until the referee acknowledges it. If the referee stops play, the assistant should indicate the direction of the free kick (direct or indirect).

### TIPS

- When not signaling, proceed at all times with the flag unfurled at your side. The flag should face the field. (This necessitates the changing of hands.) It should point towards the ground.
- If the ball is out-of-bounds and the referee has not seen your flag, never put it down. This is a decision based on fact.
- If the ball has obviously gone out-of-bounds, there is no reason to flag. Similarly, if one team has clearly last played the ball, the direction does not need to be signaled.
- If the ball went out-of-bounds on the referee's diagonal, do not indicate the direction of throw unless asked by the referee. (A common signal is the referee raising his/her head slightly.)
- During play, you must follow every ball to the goal line, no matter how futile this may appear.
- You may occasionally go 10 to 15 yards into the other half of the field for superior positioning on infractions.
- When the ball has not completely gone over the touchline, you may indicate that the ball is still in play by pointing toward the field with your free hand.
- Do not signal a foul unless it is very serious and you are sure the referee did not see it.
- If the referee calls a major foul and you are sure it was committed in the penalty area, immediately move to the corner of the field to signal that fact to the referee.

See new procedures for 2009

## OFFSIDE

The offside call is often the most difficult for the assistant referee. It is recommended that new assistant referees stay even with the second to last defender. The problems with this method are poor trial coverage if the defender stays deep in their territory and defenders are hard to follow because of sudden changes in position.

### TIPS

- Wait a fraction of a second to determine the flight of the ball before calling the offside.
- You may wish to move into the field a bit, if your visual perspective is poor.
- Do not merely signal an offside position each time it occurs. Signal only when the player is taking advantage of that position.
- If the referee does not see your flag, keep it up and maintain position at the point of infraction only if the attacking team maintains the advantage.

## PLAYABLE FIELD CONPLAYABLE CONDITIONS

It is the proper size and meets the conditions of Law 1.

- There are no dangerous or unmarked hazards.
- There is no lightning in the area.
- You can see both goals while standing in the center of the field.
- The ball will bounce when dropped from shoulder height.
- The Club Manager or Referee Coordinator has not declared the field unplayable to prevent permanent damage to the field.

## 30 MINUTES BEFORE THE GAME

- Arrive 15-30 minutes before the game is scheduled.
- Meet with your other referees for assignments.
- Enter as a group and inspect the field. Proper field inspection is mandatory.
- Make sure you are properly warmed up and **stretched out**.

### TIP

- *Before the game, run from one goal to the other as you inspect the field and nets. This effort will warm you up and impress both the coaches and spectators.*

## 15 MINUTES BEFORE THE GAME

- Obtain a game card from the home team completely filled in with player's names and numbers.
- Call both teams and coaches to the middle of the field.
- Have both coaches distribute player passes.
- Collect the appropriate fees from both coaches.
- Inspect each player and collect the player and coach passes. Verify that all player and coaches passes are valid and current for the year, have not been altered and that the pictures match the individuals. Signatures are not required. AND KEEP THE PASSES FOR ALL AGES
- All players must wear shin guards covered by **identical stockings**.
- Briefly give your pre-game instructions to both teams and coaches.
- Call the captains **along with coach or assistant coach** and conduct the coin toss. Visiting team makes the call. Winner selects which goal to attack and other team kicks-off.
- Choose and inspect the game ball provided by the home team. You can use any ball you want that is of proper size.
- Verify the correct number of players before starting the game.
- It is the responsibility of the referee to start the game on time.

### TIPS

- *Do not allow players with dangerous or improper equipment to play.*
- *Do not allow fingernails to be too long.*
- *Do not allow sharp or hard hair barrettes.*
- *Earrings are not permitted, even if covered with tape.*
- *Casts even if they are padded are not allowed.*
- *Allow enough time (15 minutes) to properly check in teams.*
- *No player may participate in the game without a valid player pass. Any violation of this, the coach will be dismissed, the game terminated and declared a forfeit to the opponent.*

## DURING THE GAME

### USING YOUR WATCH

Your watch should run continuously. You may allow additional time at the end of the period for time lost to: (SEE MEMO FOR 2009)

- Injuries
- Substitutions
- Deliberate time wasting by either team
- Yellow or red cards
- Replacement of the ball
- Repair of the field or field equipment

## TIPS

- *It is recommended that you carry two watches. One should be a stopwatch and the other should run continuously. This will allow you to end the game on time if you accidentally forget to re-start your stopwatch. A period can end when the ball is out of play or in the air.*

## USING YOUR WHISTLE

The whistle is a tool, not a weapon. You should whistle only when necessary, for each time you do, the attention of the players and spectators switches from the game to you. One strong, short and **decisive whistle is usually all that is required. Any referee who sounds the whistle unnecessarily is seeking attention.**

## WHEN TO WHISTLE

The referee should signal a kick-off by either team for the following:

- The start of the game
- The start of the half
- The restart after a goal

The referee should signal to put the ball in play:

- After an injury
- For a penalty kick

**The referee should signal the ball out of play, but not when it is obvious.**

The referee should signal a goal scored.

The referee should signal the following violations:

- Fouls
- Yellow or red card
- Improper throw-in
- Improper restarts
- Off-sides
- Penalty kick

The referee should signal the end of the period:

- It is customary to end the half **with two short whistles** and to end the game with **three whistles** and then **point to the center** of the field.

## TIPS

- *Most referees carry the whistle in their hand. This prevents accidentally blowing the whistle if you carry it in your mouth. A whistle lanyard will allow you to use both hands when needed.*
- *You should whistle for a penalty kick. This audible signal is for the goalkeeper and for the kicker as well, for they are studying each other and should not have to be distracted from their concentration by having to look at you for a hand signal. If the penalty kick is taken before the whistle is blown, the kick must be retaken, regardless of the outcome.*
- *It is advisable to whistle longer and louder for a severe foul. The whistle should say, "I will not allow this to happen again."*
- *If the referee mistakenly whistles, resume play with a drop-ball. If play is interrupted by a whistle from an adjacent field or spectator, referee should urge play to continue.*

## AFTER THE GAME

After the game the referee should perform the following duties:

- Return the game ball to the proper team.
- Return the player and coach's passes to each coach.
- Allow each coach to write comments on the game card.
- Have all the referees print and sign their names to the game card.
- Give the completed and signed game card to the coach of the home team.

If you issue a red card, **keep the game card and player pass** of the player sent off. Fill out a Referee's Send-Off Report completely and submit these to your referee coordinator or club manager within twelve hours.

## TIPS

- *Remember, your authority and responsibility continues even after the game has concluded. You should not leave the field until after the traditional handshakes have taken place and both teams have left the field.*

## SPECIAL SITUATIONS

### PENALTY-KICKS

When a penalty kick is awarded there are always upset players and coaches. It is recommended that you quickly signal the penalty kick and then run to a spot next to the goal across the goal line. If players approach, tell them that a penalty kick has been called and you will not change your mind. If they try to cross the goal line tell them they will be cautioned if they do. **ALLOW TIME FOR THE PENALTY TO BE TAKEN**

## SUBSTITUTIONS

Youth soccer allows unlimited substitutions. To maintain control and verify the correct number of players, have all the players to be substituted leave the field first at the halfway line before new players are allowed to enter the field of play. This may seem wasting time but you will always have the right number of players on the field

## ADVANTAGE CLAUSE

In applying the advantage, always acknowledge having seen the foul. Recommended signals are either raising an arm, or waving arms and hands at waist level with a verbal indication of "Advantage, Play On." This will indicate to everyone that you noticed the foul.

The player must have clear possession and the clear advantage that he had before the infraction.

Early in the game, apply the advantage only when a direct scoring chance is evident, but not a mid-field. After the authority of the referee has been established, a more liberal application may be used.

In a hard fought game where extreme contact is frequent, it is advisable to neglect the advantage as a preventive to keep the game under control. If the advantage is applied, and a sanction is in order, the referee should wait until the ball is out of play to caution or send off a player.

The advantage is also applied when a player is fouled but a teammate obtains or retains control of the ball.

On a foul that takes place in the penalty area, the referee should apply the advantage clause only if he is almost certain that a goal will be scored. The biggest advantage is a penalty kick.

# ELEVEN COMMON PROBLEMS

## 1. LETTING THE GAME FLOW

This is the “un-call”. Do you always insist on ball placement for a free kick on that exact spot? How tolerant are you of a reflexive outcry of a four-letter word overheard by only a few and directed at no one in particular? Does every centimeter of the ball have to be within the quarter-circle on a corner kick? Do you allow a reasonable amount of “crabbing” along the touch line for a throw-in? Do you whistle every little foul? Do you react to every dissenting word? Remember that it is wise to look and hear the other way. Can you successfully make the distinction between letting the game flow and the discipline that is needed for game control? The majority of us have trouble, for this is the most difficult decision of all. “ALLOW THEM TO CHEAT, BUT NOT TO STEAL.”

## 2. APPLYING THE ADVANTAGE

The advantage must be immediate, clear, and effective. If you have any doubt as to giving it...don't! Very rarely should it be given deep in one's own territory. The advantage often does not exist at the beginning of a period. The experienced referee has the advantage on a string. He lets it out as players demonstrate they can handle it and immediately reels it in when nastiness or immaturity is exhibited. When it is applied there should be a verbal “advantage” to the players accompanied by a signal to both players and spectators that he has noticed the infraction and has chosen to let it pass.

## 3. THE SECOND CAUTION

How often have you ejected a player when he/she commits a second cautionable offense? Now ask yourself how often you have done it prior to consulting your game card during the booking process. Your mind as well as your notebook should contain the names of cautioned players. Many players exploit the fact that they have a caution because they sense the psychological pressures that are brought to bear upon the referee. To them, the caution doesn't say, “Cool it.” It says, “Push the bounds a little bit further.” They feel certain immunity because the typical referee is reluctant to eject unless the action is of a violent nature and can be marginally identified as such by players, coaches, and spectators alike.

## 4. THE DOUBLE STANDARD

Almost all of us are guilty of this. When we are, we are allowing defenders to control the game. What is a foul at mid-field is often acceptable when committed within the penalty area. It is a combination of being prudent and lacking the necessary intestinal fortitude. How often have you seen an attacker get “heel-nipped” in the penalty area just enough to destroy his timing causing him/her to shoot wide or not shoot at all? Have you ever given a penalty-kick for it? Do the players take advantage of you and their opponents when they are within the penalty-area? We have two strive for more consistency. There is no secret formula. Referees must introspect and make the decision for themselves. It is axiomatic that more fouls called in the penalty area mean fewer fouls.

## 5. OFF-SIDE, IF PARTICIPATES

Many experienced and respected referees appear to have a very limited practical grasp of the offside law. They whistle it too often. The direct shot on goal that scores. It is so hard that no one can lay a figure on it. How many times has a goal been disallowed because a player was merely in an offside position? Even in the classical case of the non-participating wing, far away from the play, why is he/she sanctioned? Rule of thumb: Could the player in question get to the ball first? If not, don't penalize.

## 6. TACKLING FROM BEHIND

The tackle from behind usually occurs when a player is beaten. It is also a predictable foul, since the tackler is seen to be moving in desperation, in a "catch-up" situation. Finally, once the tackle takes place, even though the player may retain the ball, retaliation often happens. The tackle brings problems to hesitant referees because (1) often the ball is played along with a trip, and (2) the advantage is sometimes applied. The tackler from behind is in a low-percentage situation.

**Most attempts from behind should be penalized**, for the legs and/or are contacted. The clever player will keep the non-tackling foot raised high, to bring down the opponent, even though the ball itself may be clearly played. Often, more than a free kick is warranted. A player tripped from behind at high speed can be injured, and a hard trip to a player at any speed results in possible injury. A stern warning when there is no hurt, or more severe sanctions where there is an injury will help bring the game under control. CRYSL TO NOT ALLOW SLIDE TACKLING IN THE U14 AND UP

## 7. THE CHARGE

Is it fair or foul? Were both players playing the ball? Where was the ball? Many officials incorrectly penalize the fair charge. If a big player and a little player go after the ball, the smaller one may very well be knocked on their wallet. If a player looks at the opponent just prior to charging him/her, then it is very likely going to be a foul charge. When judging the charge, "read" the intent in the eyes and face and look for non-shoulder contact.

## 8. DANGEROUS PLAY

Dangerous play is any action that creates a potential or actual danger to an opponent, a teammate, or to oneself. It most often involves the "high kick". Just the act of raising the foot to chest level or higher does not make it dangerous. It must pose a threat. The "bicycle kick" is usually dangerous when it is done in close quarters. The real "guts call," however, is when a player puts himself in jeopardy by putting his/her head down at waist or lower levels close to a player who is attempting to kick the ball. How will you call it?

## 9. OBSTRUCTION

The player who thinks they are semi-sophisticated about the laws (usually between 16 and 19 years of age) will give you more flak about real or imagined obstructions than even the accursed handball. The player may legally obstruct when the ball is within playing distance. The laws say that obstruction must be intentional. The experienced referee often determines intent by looking at the eyes and facial expression of the player in question. A common occurrence of the "uncalled obstruction", particularly with adult players, is the defender who attempts to protect their goalkeeper. In basketball the "pick" and "screen" are intentional and are allowed. If you see it in a soccer game that you are officiating, call it and give an indirect free kick.

## 10. DANGEROUS PLAY OR OBSTRUCTION?

How often in one of your games has a player fallen to the ground, partially withholding the ball from play? It is very likely unintentional and they are thrashing about trying to kick it away. At the same time an opponent is also trying to kick the ball. Is it obstruction on the player on the ground? Is he/she guilty of dangerous play because they are putting themselves in jeopardy? Is it dangerous play on the part of the opponent? Should a drop ball be given? Sometimes the situation takes care of itself. Often it doesn't, and you become painfully aware that something must be done. Who gets the indirect free kick? Whatever you do, do it quickly. Fans and players will be off your back and better yet, no one will be hurt.

## 11. LAW 12

There are players who, from the opening whistle, are on the fringes of being warned or cautioned. Some, when cautioned, know that referees lack the courage to eject. They are therefore "protected" and allowed more freedom than the player who never receives the caution. You are expected to judge the intent of all players. This expectation must be carried one step further: You must judge when a player is deliberately and persistently infringing on the laws. When this happens, you must invoke the most commonly forgotten aspect of Law 12: "A player shall be cautioned if he/she persistently infringes on the Laws of the Game." It is your duty to stop the player who fouls as a defensive tactic and who really has lost nothing through the foul. Stopping an opponent at all cost is a tactic that ruins the game for spectators and causes injury and ill feeling. The free kick dutifully awarded is never enough.

# REFEREE FEES

The fees for each GAMES SEE SECTION 3:04:05

\*Please note that payment is based on three referees showing up for the game. Adjustments shall be made if only one or two show up by the reduction of payment accordingly.

The host team prior to the start of the game shall make payment for referees as follows  
*For seeding only*, payment for the referees shall be made by each team prior to the start of the game as follows:

Under-14	<u>\$6.00 per team</u>
Under-12	<u>\$6.00 per team</u>
Under-10	<u>\$3.00 per team</u>
Under-8	<u>\$3.00 per team</u>

Please note, there is no seeding for the under-6, Under-16 and Under-19  
Prior to the start of the game, the center referee will collect the fees for that game. The center referee will be responsible for the equitable distribution of funds to the assistant referees. Teams, which fail to provide the referee fees, will forfeit the game.

It shall be the responsibility of the scheduled referees to notify their coordinator in the event of their inability to provide their services. Failure to do so may result in the elimination of the referee from the referee pool and further participation as a referee FOR THE YEAR *the home field club will be subject to a \$25.00 fine for referee non-attendance.*

In an effort to monitor the officiating and field conditions, coaches are encouraged to document their concerns on to game card and fill out a Match Report Form. This form must be filled out completely giving specific details of the problem(s). Incomplete forms will not be considered for review. Completed forms shall be turned over to the Club Manager as soon as possible to allow prompt resolution of the problem(s). Any issues regarding a referee must be forwarded within twenty-four hours to RCYSL Referee Coordinator.

# RIVER CITY YOUTH SOCCER LEAGUE MATCH REPORT FORM

MATCH DATE: \_\_\_/\_\_\_/\_\_\_ TIME: \_\_\_\_\_ FIELD: \_\_\_\_\_

AGE GROUP: UNDER \_\_\_\_\_ BOYS GIRLS

HOME TEAM: \_\_\_\_\_ CLUB: \_\_\_\_\_

VISITING TEAM: \_\_\_\_\_ CLUB: \_\_\_\_\_

FINAL SCORE: HOME \_\_\_\_\_ VISITORS \_\_\_\_\_

**FIELD PROBLEMS: Send to club manager (home team)**

(Circle) unavailable / delayed / missing flags / nets / poor lines / too wet / other:

**PROBLEMS WITH OTHER TEAMS: Send to both club managers.**

(Circle) no show / late / too rough / rude coach / rude parents / bad language / Other:

**PROBLEMS WITH REFEREES: Send to League Referee Coordinator (RCYSL Fax # 916-362-8540).**

(Circle) Less than three / uniform / officiating / rules / control / too young / Other:

OTHER PROBLEMS:

YOUR NAME: \_\_\_\_\_ (PRINT)

COACH      PARENT      REFEREE      OTHER

PHONE: \_\_\_\_\_ TODAY'S DATE: \_\_\_\_\_

**RETURN OR FAX THIS TO APPROPRIATE PERSON**  
**AS LISTED ABOVE WITHIN 24 HOURS**

MATCH REPORT FORMS MUST BE USED TO  
WRITE UP A COACH, REFEREE OR A SPECTATOR







# RCYSL

## Evaluation of Game Officials

**Game information:**

Date \_\_\_\_\_ Home Team \_\_\_\_\_ Visiting Team \_\_\_\_\_

Referee \_\_\_\_\_ AR1 \_\_\_\_\_ AR2 \_\_\_\_\_

G / B U- \_\_\_\_\_ Total Cautions \_\_\_\_\_ Total Ejections \_\_\_\_\_ Final Score: (H) \_\_\_\_\_ (V) \_\_\_\_\_

Name and phone number of person filing report \_\_\_\_\_

### REFEREE ASSESMENT

CRITERIA	EX	VG	G	F	P
1. Punctuality / Dress and Appearance	5	4	3	2	1
2. Pre-game organization	5	4	3	2	1
3. Fitness / Stamina / Field Coverage	5	4	3	2	1
4. Consistency / Judgment	5	4	3	2	1
5. Fairness / Impartiality	5	4	3	2	1
6. Cooperation with Assistant Referees	5	4	3	2	1
7. Game Control	5	4	3	2	1
8. Ability to gain respect through Performance / Personality	5	4	3	2	1

### OVERALL RATING

Referee	5	4	3	2	1
Assistant Referee 1	5	4	3	2	1
Assistant Referee 2	5	4	3	2	1

### COMMENTS:

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**Please Return to:** Richard Faulconer

9201 Sungold Way

Sacramento, CA 95826

Fax 916-362-8540 or Email [richardfaulconer@sbcglobal.net](mailto:richardfaulconer@sbcglobal.net)

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