Refereeing with SouthSide Youth Soccer

WELCOME!

Age Groups to Referee

U7/U8 (5v5) 10 min quarters = 49 mins

*Please EXPLAIN calls to players!

Minimum 4 players to start the game

Teams switch sides at half

Free substitutions with referee check-in.

Offside is called using the Build Out Line, not the mid-line.

No headers. Penalty is indirect kick where the ball was headed.

No slide tackling. Balling the ball is okay, but if they hit the player, it is a foul.

No goals from kick-off.

No direct kicks EXCEPT penalties made inside the arc which are taken at the top of the arc.

READ BUILD-OUT LINE RULES

Age Groups to Referee

U9/U10 (7v7) 25 min, 5 break, 25 min = 55 mins, and 1-minute water breaks around the 12-13 minute mark after game start and halftime while the clock still runs

Minimum 5 players to start the game.

Teams switches sides at break.

Free substitutions with referee check-in.

Offsides is called After the Build-Out Line, not the mid-line.

No headers. Penalty is INDIRECT FREE KICK where the ball was headed.

READ BUILD-OUT LINE RULES

Age Groups to Referee

U11/U12 and (9v9) 30 min, 5 break, 30 min = 65 mins and 1-minute water breaks around the 15 minute mark after game start and halftime while the clock still runs

Minimum 6 players to start the game

Teams switches sides at break

Free substitutions with referee check-in.

Offsides is called after the mid-line.

No headers for U11/12. Headers allowed for U13/14. Penalty is INDIRECT Free Kick from where the ball was headed.

Age Groups to Referee

U13/U14 and up (11V11) 30 min, 5 break, 30 min = 65 mins and 1-minute water breaks around the 15 minute mark after game start and halftime while the clock still runs

Minimum 7 players to start the game

Teams switches sides at break

Free substitutions with referee check-in.

Offsides is called after the mid-line.

6+ Goal Rule for Sportsmanship

MAIN TAKEAWAY: PK FOR WHEN A TEAM GOES 6+

Let's look at this scenario for clarity:

Tigers are up over Gators 5-1 (4 goal diff)

Tigers score: 6-1 (5 goal diff)
Tigers score: 7-1 (6 goal diff)

Gators get PK and miss - still 7-1

Tigers score: 8-1 (7 goal diff)

Gators get PK and make it 8-2 (6 goal diff)

Gators score: 8-3 (5 goal diff)
Gators score: 8-4 (4 goal diff)

Tigers score:9-4 (5 goal diff)

Tigers score 10-4 (6 goal diff)

Gators get PK... and so on.

U7 Through U10 Buildout Lines

Build Out Lines (BOL):

The spirit of this rule is to encourage the U7- U10 teams to learn how to play the ball forward from the first third. Traditionally keepers have been able to just punt the ball across the midway line which was a detriment to the players learning how to progress the ball forward from defense to midfield to the attackers.

When the goalkeeper has the ball in his/her hands during play, the opposing team must move behind the BOL.

Once the opposing team is behind the build-out line, the goalkeeper can release the ball by passing the ball with their feet, (NOT dribbling), throwing, or rolling the ball to any teammate.

It is the keeper's decision if they decide to play the ball early.

The goalkeeper releasing the ball from possession does not have to wait for the opposing players to move behind the build-out line if there is an advantage for his/her team.

After all players are behind the BOL, the keeper has 6 seconds to release the ball.
PUNTS, BOUNCING the ball, and DROP KICKS are not allowed from the keeper.

The penalty for this is an indirect kick for the opposing team at the spot of the offense.

Once they've moved behind the BOL, the opposing team may re-cross the BOL and resume play as normal after the goalkeeper (1) drops or places the ball to dribble or pass, (2) releases possession of the ball by rolling the ball, or (3) releases possession of the ball by throwing the ball.

On Goal Kicks, the ball is love once it is kicked.
SUMMARY: The ball is live once it is released by the keeper.

Things to Point Out.

OFFSIDES

U7, U8, U9, &U 10 OFFSIDES STARTS AFTER THE BOL, NOT THE HALFLINE!
U11 AND UP STARTS AT HALFLINE

BALL CONTACTING PLAYERS HEAD

U7 - U12: STOP PLAY AND GIVE INDIRECT FK FOR OPPOSITE TEAM
U13 AND UP CAN HEAD THE BALL

Prior to Kickoff.

PLEASE ARRIVE 15 MINUTES PRIOR TO KICKOFF

TO REF MATCH PLEASE HAVE THE FOLLOWING:

A WATCH TO KEEP TIME

WHISTLE

PEN to write with

JERSEY (TUCKED IN, THIS HELPS YOU)

COME TO THE GAME TENT TO CHECK IN AND RECIEVE SCORECARDS

REPORT TO FIELD ON SCORECARD AND INTRODUCE YOURSELF TO THE COACHES AND BREAK THE ICE

TALK ABOUT THROW-INS, CALLING FOULS, AND ASK FOR CAPTAINS

Gametime

REFEREE THE GAME

DO YOUR BEST, IGNORE ANY OUTSIDE INFLUENCE.

WHISTLE, AT SSYS WE WANT A LOUD WHISTLE FOR ALL CALLS:

- KICKOFF.
- OUT OF BOUNDS FOR A THROW IN: EXTEND ARM IN DIRECTION OF THE ATTACK.
- GOAL KICK: EXTEND ARM IN DIRECTION OF GOALIE BOX.
- CORNER: EXTEND ARM IN DIRECTION OF GOALIE BOX.
- OFFSIDES: ONE ARM GOES UP AND OTHER ARM TOWARDS SPOT OF OFFSIDES.
- PK: POINT TO PK SPOT.
- FOUL: ONE ARM IN DIRECTION OF THE ATTACKAND OTHER ARM TOWARDS SPOT OF FOUL.

WHISTLE, SIGNAL WITH ARMS, AND EXPLAIN THE CALL LOUDLY TO THE PLAYERS IN GENERAL AREA.

Gametime Pt 2

REFEREE THE GAME

DO YOUR BEST, IGNORE ANY OUTSIDE INFLUENCE.

CALLING FOULS:

ALL REFS DEFER, BUT HERE AT SSYS WE WANT A CONSISTENTLY BLOWN WHISTLE AND WISH TO **NOT ALLOW THE BUILD UP OF AGGRESSIVE PLAYS**

IF A PLAYER GOES IN WRECKLESSLY MORE THAN ONCE GIVE A VERBAL WARNING TO BOTH THE PLAYER AND COACH, THEN PROCEED WITH CARDS

IF RED CARDED WRITE THE NAME OF THE PLAYER AND THE COACH FOR THE TEAM.

Post Game

RECORD THE SCORE ON THE SCORE LINE AND HAVE THE WINNING COACH SIGN THE CARD, IF TIE ASK ONE OF THE COACHES TO SIGN.

IF ITS YOU LAST GAME OF THE DAY, YOU CAN TURN IN YOUR SCORE AND COLLECT YOUR REF PAY FOR THE DAY

IF YOU HAVE MORE GAMES, PLEASE REMEMBER TO DRINK WATER. IF YOU NEED SOMETHING YOU CAN COME TO THE TENT.

Info

AFTER THIS MEETING YOU WILL BE EMAILED RULES

MAIN POINT OF CONTACT:

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