

- overly disruptive spectators
- abusive coaches
- absence or loss of a registered, responsible volunteer to oversee a team
- dangerous playing conditions
- severe weather
- fear for the players' health (too hot, no water, etc.).

While most of these reasons do not occur in younger children's games, safety conditions are a factor you will encounter from time to time. It is therefore strongly recommended that practices and games be terminated immediately upon hearing thunder or seeing lightning. If the temperature is too high and the teams do not have a sufficient supply of liquids or if the players are in danger of heat exhaustion, consult with the coaches about an early termination for the health of the kids. The usual cause for termination of a match is a safety issue.

In AYSO, referees should work with and through the coaches to keep the playing environment positive. Coaches can exert a strong influence on unruly or uninformed parents, and coaches are your allies off the field. Approach coaches with a sense of cooperation; avoid ordering them around.

### **Assistant Referees**

You should work with qualified assistant referees whenever possible. If you're lucky enough to have trained assistant referees (volunteers who completed the Assistant Referee Training Course or other trained referees), they will be able to assist you in determining ball in and out of play and appropriate restart, offside, substitution, misconduct, infractions you do not see; help administer penalty kicks; and assist with pre- and postgame duties. Use them to their maximum abilities. Be sure to have a pre-game talk with your assistant referees so they know what to expect from you and what is expected of them.

In all cases, the referee is the decision maker. Overrule an assistant referee if you have good cause, but keep in mind that a few reversals of an assistant referee go a long way toward making him or her reluctant to provide any help. People will refuse to assist you if they feel you don't trust their judgment. As much as possible, make them a part of your team.

### **Club Linesmen**

You may not be fortunate enough to have qualified, trained assistant referees and may have to recruit help from the spectators. These helpers are called 'club linesmen' (so called because they come from the fans of the 'club' or team), and their duties should be restricted to signaling when the ball has completely crossed either the touchline or goal line. It is still your responsibility to decide what the appropriate restart is and which team is entitled to it. You will need to train them prior to the beginning of the match on specifically what "completely over the line" means and how to raise the flag.

To find out more about the referees and assistant referees duties, read "LAW 5–The Referee" and "LAW 6–The Assistant Referees" in the AYSO edition of FIFA's Laws of the Game.

# Quiz: Chapter 3

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## TRUE OR FALSE

- |  |   |   |
|--|---|---|
| 1. Strict enforcement of the rules is always the most important thing.     | T | F |
| 2. Referees are the final authority in a game.                             | T | F |
| 3. In AYSO, coaches should be ordered around whenever possible.            | T | F |
| 4. In AYSO, coaches share the responsibility for a positive environment.   | T | F |
| 5. Two assistant referees can overrule the referee if they're really sure. | T | F |
| 6. Club linesmen assist the referee by signaling offside infractions.      | T | F |

## ANAGRAMS: UNSCRAMBLE THE CORRECT WORDS.

7. Soccer must be \_\_\_\_\_. F-E-A-S
8. Proper enforcement of the Laws keeps the game \_\_\_\_\_. R-A-I-F
9. The players' primary interest is \_\_\_\_\_. U-F-N
10. Make your assistant referees part of your \_\_\_\_\_. E-M-T-A
11. If rain is accompanied by a rumble of thunder, \_\_\_\_\_ the game for a few minutes to see if the threat will pass. P-S-D-U-E-S-N
12. If severe weather threatens, \_\_\_\_\_ the match. E-M-I-N-T-R-E-A-T

## MULTIPLE CHOICE

13. Assistant referees assist the referee with
- |                  |                             |
|------------------|-----------------------------|
| a. Substitution  | c. pre- and postgame duties |
| b. penalty kicks | d. all three                |
14. A reason to terminate a match is
- a. lopsided score
  - b. available substitute for an injured player on a team with only 10 players
  - c. the goal nets have numerous large holes
  - d. it is too hot to play
15. When making a decision regarding enforcement of the Laws, the referee should
- a. make the decision, applying both the spirit and letter of the Laws
  - b. consult with both coaches before deciding
  - c. take a vote of the parents
  - d. ask the opposing team to decide

# Chapter 4: Playing the Game

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## Referee's Equipment

While it is possible to referee without a standard referee's kit, you'll find the job a lot easier if you have one. As with a policeman or nurse out of uniform, it's harder to achieve the respect you deserve if no one can tell who you are. Your region should provide you with the tools; some regions give you everything, others give less.

### THE REFEREE'S KIT

- |                   |                      |                    |
|-------------------|----------------------|--------------------|
| • referee's shirt | • coin               | • watch            |
| • shorts          | • whistle(s)         | • flags            |
| • referee's socks | • pencils            | • laws of the game |
| • ayso badge      | • red & yellow cards | • rules & regs     |

Throughout the soccer community, referees and assistant referees (ARs) are identified by their uniforms. The AYSO National Referee Program strongly encourages referees and ARs to follow the uniform standards for match officials established by the United States Soccer Federation. These standards periodically change, and it is therefore necessary to consult with your Regional Referee Administrator to determine the currently approved dress code.

Uniformity on the part of officials establishes initial credibility for them as a team. The referee and ARs should wear shirts of similar color and style. If the referee wears an alternate jersey of a color that the ARs do not have, the ARs' jerseys, whenever possible, should match each other.

Once you have checked your equipment (you should already be dressed when you arrive at the field), get ready to start.

## Pregame Conference with Assistant Referees

Whether you have trained assistant referees (volunteers who have passed the Assistant Referee Training Course or other referees) or you have to recruit two club linesmen from the sidelines, you need to locate them and talk to them before the match starts. Tell them exactly how they can help you. Refer to Chapter 3 for assistant referee and club linesmen duties.

## Inspecting the Field

With your assistant referees' assistance, check the field, looking for the kinds of things listed in Chapter 1. Have the assistant referees enlist the coaches in making major repairs. No one plays until the field is safe, so the coaches have a real interest in seeing that the job gets done quickly.

## **Getting the Ball**

Depending on your region's policies, there may be a number of ways to secure the ball. These may include the following:

- receiving from the region your own game ball to carry to each match
- receiving the game ball from the "home" team
- choosing from among the better balls brought by both teams
- retrieving the ball from a storage shed or equipment can at the field
- having a field coordinator deliver the ball prior to the match.

If possible, have an assistant referee procure the ball while you attend to other matters. Be certain that the ball is properly inflated and safe well before kick-off time. One or two additional balls should also be identified, inspected and ready if needed to replace the game ball. Without this advance attention to balls, sooner or later you will be standing on the field ready to start play when you suddenly realize there is no ball on the field. This is very embarrassing, plus it wastes the players' time.

## **Inspecting the Players**

Prior to the coin toss, take time to inspect each player and his or her equipment. Your assistant referees can be valuable helpers. See Chapter 2 for what's allowed and what's not.

## **Pregame Talk to Players**

In your pregame comments to players and coaches, concentrate on short talks that emphasize fair play, safety, fun and individual responsibility. Avoid listing the things you will not allow and generally trying to demonstrate your importance. Convey your anticipation of an enjoyable event and your respect for all involved. Keep your comments brief and avoid long-winded speeches on the Laws. Generally speaking, if you've been talking for more than a minute, you've gone on too long. Nobody's listening but you.

## **Coin Toss**

Have the team captains come into the center circle for the coin toss. In younger divisions, coaches may want to tag along, too, just to help the kids make the choice of end. Be sure you know in advance any local procedures or customs for who calls the toss. Generally the visiting team captain calls the toss if teams have "home" and "visitor" designations. Show your coin to both teams and identify which side is "heads" and which side is "tails." Ask the calling player if he or she is ready, then say, "OK, call 'heads' or 'tails' when I flip the coin." If all goes well, the player calls it while the coin is in the air. Let the coin hit the ground, then determine which side is up. The winning team must choose which end of the field to attack. The other team must kick off.

Position the players on the appropriate sides of the halfway line, point in the direction of the kick-off, and tell them to relay the information to their coaches so the teams can get set up.

### **The Kick-Off**

The kick-off is one of the free kicks to start or restart play. To conduct a kick-off, make sure each team is in its own half of the field and that the players on the team not kicking off are also outside the center circle. Counting silently to yourself, make certain that each team has the correct number of players. Once you are satisfied that all is in order, if you have ARs, check to see that they are ready, then blow your whistle to indicate that the ball may be kicked. The kicking team may have any number of players in the center circle. When one of them kicks the ball forward, it's in play and you should start your watch and you're off and running!

If the kicker plays the ball a second time before anyone else has touched it, stop play and award an indirect free kick to the opposing team. The ball may not be played twice in succession by the player kicking off.

See “LAW 8—The Start and Restart of Play” in the AYSO edition of FIFA’s Laws of the Game for more information.

### **Ball out of Play**

From this point on, the ball is always in play unless you stop play or the ball leaves the field. To leave the field, the whole ball must completely cross the touchline or goal line, either on the ground or in the air. If any portion of the ball is on or above either of these lines, it is still considered on the field and in play.

### **Field**

On a soccer field, the lines are considered part of the areas they define, so in this case, the field doesn't end until the very outside edges of the touchlines and goal lines. A player who steps on the line or even off the field while playing the ball is not considered out of play because the position of the ball determines whether play continues—not the position of the player.

See “LAW 9—The Ball In and Out of Play” in the AYSO edition of FIFA’s Laws of the Game for more information.



### **Throw-In**

If the ball goes out of play over a touchline, it is put back in play using a restart called a throw-in. You decide who restarts (with assistance from ARs if present) by observing who played or touched the ball last. Award the throw-in to the opposing team. Even if the last touch by a player was accidental, the other team is awarded the throw-in.

The throw-in is taken at the place where it left the field. Usually, this means within about a yard of the actual spot. The player taking the throw-in must face the field and, at the moment of delivery, have part of both feet either on or behind the touchline. The throw must be made using both hands, and the ball must be delivered from behind and over the head in one motion. As soon as the player releases the ball and any portion of it is on or over the touchline, it is in play. A goal may not be scored directly from a throw-in.

Some make a big deal about “spin on the ball” and incorrectly believe that this is somehow illegal. Do not be influenced by this thinking; all thrown balls spin to a greater or lesser degree, and the ball may spin at any speed in any rotation and still be properly thrown, as long as the conditions for a proper throw are met.

If the player fails to perform this action correctly or throws from the wrong place, award the throw-in to the other team, notwithstanding the consideration given to the very young players as they attempt to learn. Since you may be the only person at the field who knows the correct procedure, you may be needed to assist a small child in acquiring the correct technique.

If the thrower runs onto the field and plays a correctly thrown ball before anyone else has touched it, stop play and award an indirect free kick to the opposing team. The thrower may not play the ball twice in succession from a throw-in.

See “LAW 15–Throw-In” in the AYSO edition of FIFA’s Laws of the Game for more information.

### **Goal Kick**

When the ball leaves the field over a goal line and was last played or touched by an attacker (a player trying to score at that end), the restart is a goal kick given to the defenders. The attackers must move outside the penalty area and remain outside until the ball is in play.

The defenders may place the ball anywhere in the goal area. The kicker must put the ball directly into play by kicking it out of the penalty area into the field without any other player touching it. If the ball fails to clear the area or another player touches it before it does, the kick must be retaken. A goal may be scored directly from a goal kick, but only against the opposing team.

With small players, there is often a problem with the ball not leaving the penalty area. Either they cannot kick the ball out, or the opponents stand right on the penalty area line and touch the ball before it crosses the line. You must have patience and use the spirit of the Law to guide you.

Don’t humiliate players by saying, “Come on, let’s get someone in here who can kick it.” Give them a couple of chances, and if they don’t succeed, ask, “Do you want someone else to do it?” They usually say, “Yes.”

Tell players waiting outside the penalty area to take a step back if they continue to contact the ball before it crosses the line. This helps them focus on the line better, and it increases the likelihood that the ball will clear the penalty area.



Be prepared for players who kick the ball out of the penalty area to either side. The ball can leave the penalty area this way and still go into play.

See “LAW 16–The Goal Kick” in the AYSO edition of FIFA’s Laws of the Game for more information.

### Corner Kick

When the ball leaves the field over the goal line and was last played or touched by a defender (a player trying to prevent a score at that end), the restart is a corner kick given to the attackers. The ball is placed in the corner area nearest to the point where the ball went out, and the defenders must be ten yards away from the ball until it is kicked into play. A goal may be scored directly from a corner kick.

The ball is placed on or within the corner arc at the nearest corner. The corner flag cannot be moved and the kicker may not play the ball again until another player has touched it. If he or she does, award an indirect free kick to the opponents (see Chapter 5). The ball is in play as soon as it is kicked and moves.

See “LAW 17–The Corner Kick” in the AYSO edition of FIFA’s Laws of the Game for more information.



### The Dropped Ball

Occasionally, you will stop the game for an unusual reason, such as an injury, a stray dog on the field, a loose ball from a nearby game, etc. You restart play in these instances with a dropped ball. Do this at the place the ball was when you stopped the game, unless it’s in a goal area. In that case, drop it at the nearest point on the goal area line that runs parallel to the goal line. Do not restart with a dropped ball when the ball goes out of play and you are not sure which team touched it last. In these cases you are required by the Laws to make a decision for one team or the other.

Usually young players need a bit of direction with dropped balls, though you should avoid telling them where to stand and which direction to kick the ball. Although it is not a requirement, try to get a player from each team to come near, tell them to be sure the ball hits the ground before they kick it, and drop it from about waist high (their waists) as quickly as you can. If the ball doesn’t hit the ground first, do it again. The ball is in play as soon as it hits the ground, and this is the only restart where the ball can be played twice in succession.

Don’t stand with your face right over the ball. If it bounces back up, it may strike you.

See “LAW 8–The Start and Restart of Play” in the AYSO edition of FIFA’s Laws of the Game for more information.

## Scoring

When the whole ball crosses the goal line between the uprights and underneath the crossbar of the goal, a goal is usually scored, provided

- no infringement of the Laws was committed by the attacking team immediately prior
- the ball was not deliberately propelled by an attacker’s hand or arm
- the ball was not kicked directly into the goal from an indirect free kick
- the ball was not kicked directly into the team’s own goal from a direct free kick
- the ball was not kicked directly into the team’s own goal from a goal kick
- the ball was not thrown directly into the goal from a throw-in (by either team).
- The team scoring the greater number of goals is the winner.



See “LAW 10–The Method of Scoring” in the AYSO edition of FIFA’s Laws of the Game for more information.

## Keeping Time

Referees have sole responsibility for maintaining an accurate accounting of playing time. If the playing schedule allows it, additional time should be added by the referee to make up for any time lost due to injury, substitution, unusual delay or time-wasting tactics. It is the referee’s responsibility to determine when these particular events have occurred and to add the amount of time lost. The custom in most other popular sports is to stop the clock rather than adding on time, but the result is essentially the same.

Time should not be added (or the clock stopped) following a goal or to administer a caution or a send-off, or other such stoppages unless the delay is, in the opinion of the referee, unusually long. The time needed to attend to an injured player on the field as well as the time needed to make substitutions at the ‘quarters’ is easily determined and should be added. However, determining what constitutes an unusual delay or time-wasting tactic requires more careful consideration by the referee. An unusual delay would involve such things as retrieving a lost ball, removing an outside agent (dog, spectator, elephant, etc.) from the field or rain delay.



In general, the referee will not add on time at the end of the match for an event for which he would not have added time had it occurred at the beginning of the game. The ball does not have to be in play for the game to end.

### **Wasting Time Versus Consuming Time**

Referees must also distinguish between time-wasting and time-consuming tactics, the former being illegal and the latter legal. Time wasting would involve techniques used by one team to waste time that the opposing team cannot prevent. A goalkeeper refusing to release the ball into play within six seconds or a team taking an unusually long time to put the ball into play on a given restart are examples of time wasting. In such situations, the opposing team is powerless to prevent the situation and must rely on the referee to intervene. On the other hand, a team may legally consume time by simply skillfully controlling the ball. Kicking the ball out of play can be interpreted as legal time consumption or illegal time wasting depending on the circumstances. Kicking the ball out of play is often a good defensive decision and should not be penalized. However, if in the opinion of the referee, the player kicking the ball out of play is intentionally using excessive force in the kick that causes an unusual delay in retrieving the ball, this could be considered an illegal time-wasting tactic.

The recommended playing times for each age group are listed on the back of the AYSO official lineup card.

U-19 – 45-min halves U-16 – 40-min halves U-14 – 35-min halves	U-12 – 30-min halves U-10 – 25-min halves U-8 – 20-min halves
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Obviously, a complete game is twice these amounts (i.e., 2x25=50 minutes or 2x20=40 minutes) plus a minimum of 5- and maximum of 10-minute half-time period. The U-6 matches have two 10-minute halves. Some regions and tournaments have shorter playing times because of restraints on field space or access. Check to see the playing times that will apply to your games.

See “LAW 7–The Duration of the Match” in the AYSO edition of FIFA’s Laws of the Game for more information.

### **Ending the Match**

When the allotted time has expired and any time you have added is gone, blow your whistle and end the game. It is not necessary that the ball be in play to end the game.

### **Retrieving the Ball**

Keep an eye on the ball right after the match. Collect it—or have an assistant referee do it—and return it to the person or place it came from.

### **Record Keeping**

Take a few moments to complete your game cards (also called “lineup cards” and “official lineup cards” and sometimes “roster cards”) while the game is fresh and the



assistant referees are nearby. Turn the cards over to the field coordinator, your regional referee administrator or your statistician as your regional rules dictate. Be sure to include an accurate record of any misconduct committed by players, coaches or spectators.

### **Supervising the Postgame Ceremony**

If your region has a tradition of handshakes, high fives or hand slaps after the game, watch it carefully. Most players participate enthusiastically, but some use this opportunity to display poor sportsmanship. Alert the coaches, if possible, to any postgame misconduct and include this in your game report for review by the region and possible further disciplinary action.

### **Postgame Conference**

Take the time to confer briefly with your assistant referees after the game. Congratulate them on a fine effort, offer insight into decisions you made that they do not understand and seek information from them on aspects of the game you might have missed. This is a time for team building and learning; do it every chance you get.