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### Game Management Information

**Ball Requirements:**

Age Group	Size	Weight	Circumference
U-5, 6 & 8	#3	10-12 oz	23.0" – 25.0"
U-10 & 12	#4	12-14 oz.	25.0" – 26.5"
U-14, 16 & 19	#5	14-16 oz.	26.5" – 28.0"

**Team Sizes:**

Small-sided games are permitted for all age groups:

U-5 & 6: 3v3 recommended      Region 114: 5v5

U-8: 5v5 recommended 7v7

U-10: 7v7 recommended 7v7

U-12: 9v9 recommended

U-14, 16 & 19: 11v11 recommended

**Substitution:**

After 1st, 2nd (halftime) and 3rd Quarters and in case of an injury.

**Length of Games (Minutes):**

	Quarter	Half	Game
U-5 & 6	5	10	20
U-8	10	20	40
U-10	12:30	25	50
U-12	15	30	60
U-14	17:30	35	70
U-16	20	40	80
U-19	22:30	45	90

Game length is 5x  
the age group, e.g.,  
U12 x 5 = 60 minutes

[illegible]

**THROW-IN  
AR'S END**



**OFFSIDE**



## OFFSIDE LOCATION



## ADVANTAGE



## FREE KICK



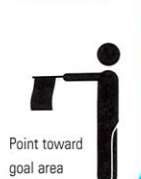
### INDIRECT FREE KICK



**BALL OVER GOAL LINE  
THEN IMMEDIATELY  
BACK IN**



## GOAL KICK



## CORNER KICK



**MISCONDUCT**



**GOAL KICK OR  
PENALTY KICK**



## SUBSTITUTION



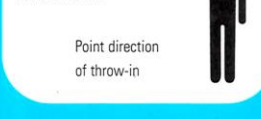
FOUL NOT  
SEEN BY REF



**PENALTY KICK  
IN REPLY TO REF  
QUERY**



**THROW-IN REF'S END  
OR, IF NEEDED, TO  
CORRECT/CONFIRM  
AR'S SIGNAL**



## CORNER KICK



## ►► Law 12 Fouls & Misconduct Simplified

### Direct Free Kick Fouls

1. Kicks an opponent or attempt\*
2. Trips an opponent or attempt\*
3. Jumps at an opponent\*
4. Charges an opponent\*
5. Strikes an opponent or attempt\*
6. Pushes an opponent\*
7. Tackles an opponent\*
8. Holds an opponent
9. Spits at an opponent
10. Handles ball deliberately

*\*if careless, reckless or using excessive force*

### Indirect Free Kick Fouls

1. Preventing the GK from releasing ball into play
2. Dangerous play
3. Impeding an opponent
4. GK controls ball with hands when kicked directly from teammate
5. GK exceeds 6 second poss.
6. GK plays ball twice w/hands
7. GK uses hands directly from throw-in by teammate

Indirect Free Kick is also given for misconduct for which play is stopped without a direct free kick foul being committed.

### Reasons for a Caution: (Yellow Card)

1. Unsporting behavior
2. Dissent by word or action
3. Persistent infringement
4. Delays restart
5. Fails to respect required distance on CK, FK, & TI
6. Enters field w/o permission
7. Leaves field w/o permission

### Reasons for a Send-Off: (Red Card)

1. Serious foul play
2. Violent conduct
3. Spits at any person
4. Denies obvious goal scoring opportunity by handling ball
5. Denies obvious goal scoring opportunity by committing any offence punishable by a free kick.
6. Uses offensive, insulting, abusive language or gesture
7. Second caution in same game

## Referee Pre- and Post-Game Responsibilities

1. Arrive 30 minutes early
2. Inspect field (especially goals) for safety hazards.
3. Meet coaches, inspect teams and get game cards
4. Pre-Game instructions to ARs
5. Conduct coin toss
6. Check with ARs that teams are ready
7. Half-time review with ARs
8. Supervise teams' post-game handshake
9. Complete and submit game card

## Spirit of the Game and the Philosophy of Refereeing

(From I. D. 5. AYSO National Rules & Regulations)

"The Laws of the Game are intended to provide that games should be played with as little interference as possible, and in this view it is the duty of referees to penalize only deliberate breaches of the Law. Constant whistling for trifling and doubtful breaches produces bad feelings and loss of temper on the part of the players and spoils the pleasure of spectators."

The model set by the adults present (referees, coaches and spectators) at games influences the development and behavior of the young players watching. The referee team establishes the parameters of acceptable behavior and must be attentive to and deal appropriately with any adult behavior that does not present positive role modeling for youth. Law 5 and AYSO National Rules and Regulations provide this authority. Remember...

**In AYSO, it's about more than the game!**

Reorder #RS001-9

## Pre-Game Card



### Pre-Game Instructions to Assistant Referees:

*Follow USSF standard procedures plus any special instructions from the referee*

1. **Throw-in:** Signal ball out of play and direction
2. **Offside:** Signal, wait for whistle then give appropriate signal for ball placement
3. **Corner Kick:**
  - Near side: stand behind the kicker and corner flag
  - Far side: stand behind the corner flag
  - Watch for ball out of play, goal and offside
4. **Penalty Kick:** Stand at intersection of goal line and penalty area - goal judge and goalkeeper movement
5. **Goal Scored:** Trot up touchline towards midfield, no flag signal
6. **No Goal:** Foul before ball crosses goal line: stand still and wait for the referee to come to you. No flag signal
7. **Fouls:** Signal if missed by referee and not trifling or doubtful
8. **Free kicks:** Assist referee with setting the wall
9. **Kick-Off:** Count players, check goalkeeper's ready then signal referee.
10. **Kicks from the penalty mark** to break a tie
  - 1 AR assigned to goal line
  - 1 AR assigned to keep players in center circle and maintain kicking sequence
12. **Administrative duties:**
  - Time keeping – Back up referee
  - Record keeping – Who watches, who writes?
  - Substitutions – Follow standard procedures
13. **Questions?**