

Burlingame Region 63 Pre-Season Referee Meeting

Sept 5, 2023



Welcome & Intros



2022 Referee Admin Team

Todd Weller-Regional Referee Admin (RRA)

Matthias Percyznski– U16/U19 Referee Coordinator

Ben Wylie- Referee Equipment Manager

Rick Sandor– Asst RRA and Regional Director of Instruction



Winter Select Awards

- Jim Brogan (20 Matches!!!)
- Penny Kostras (11 Matches)
- Andrew Haskell (11 Matches)
- Duff Beach (10 Matches)
- Matthias Percynski (9 Matches)
- Neil Chalasani (8 Matches)
- Rick Sargent (8 Matches)
- Atul Sharma (5 Matches)
- Jeff Wong (5 Matches)
- Steve Lamont (4 Matches)



AYSO Philosophies



AYSO'S VISION & MISSION

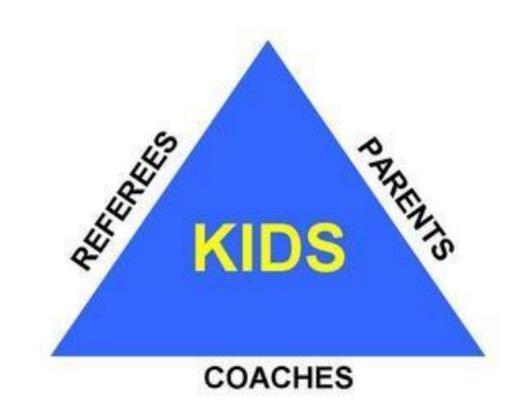
AYSO Vision: to provide world-class youth soccer programs that enrich children's lives.

AYSO Mission: to develop and deliver quality youth soccer programs that promote a fun, family environment based on six philosophies...





Coach/Parent/Referee Team





Referees Role is to Ensure Games are:

- Safe
- Fair
- Fun



Make sure all on the same page

- Try to be consistent from Referee to Referee
- Use the Current Laws of the Game
 - Not the Laws when you played a youth
 - (the Laws change over time)



IFAB (www.theifab.com/)

LAWS OF THE GAME

FOOTBALL LAWS, RULES AND REGULATIONS



AYSO Exceptions to Laws

- · Small Sided Matches (e.g. U10, U12)
- Build Out Line (U10)
 - No Goalie Punting/Drop Kicks/Half Volley (U10)
- No slide tackles (U10)
- No Headers (U10 & U12)



Discussion: Slide Tackles

- Parents & Coaches were told <u>no slide tackling</u> allowed at U10
- Area rules matrix states slides tackles are allowed at U10
 - In case you referee winter select or other Area tournaments

U10 Matches-AYSO guidance

INDIRECT FREE KICK OFFENSES

The following **indirect free kick** offenses are committed by goalkeepers inside their own penalty area:

- Taking more than 6 seconds while controlling the ball with hand/arm before releasing it into play.
- Touching the ball again with hand/arm after releasing it into play but before it is touched by any other player.
- Touching the ball with hand/arm after it has been deliberately kicked to the goalkeeper by a team-mate or touching the ball with hand/arm after receiving it directly from a throw-in taken by a teammate.

Exception: if the goalkeeper makes a mistake when kicking or trying to kick the ball, they are then allowed to pick the ball up.

Referees should be lenient with players at younger ages (10U and below), who may not have the skill or experience needed to avoid these offenses.



Throw ins: first 3 weeks

Be lenient on thrown in violations

- Give player a do-over(s) and explain what he/she did wrong
- If violate again: then give thrown in team

15.1 Procedure

At the moment of delivering the ball, the thrower must:

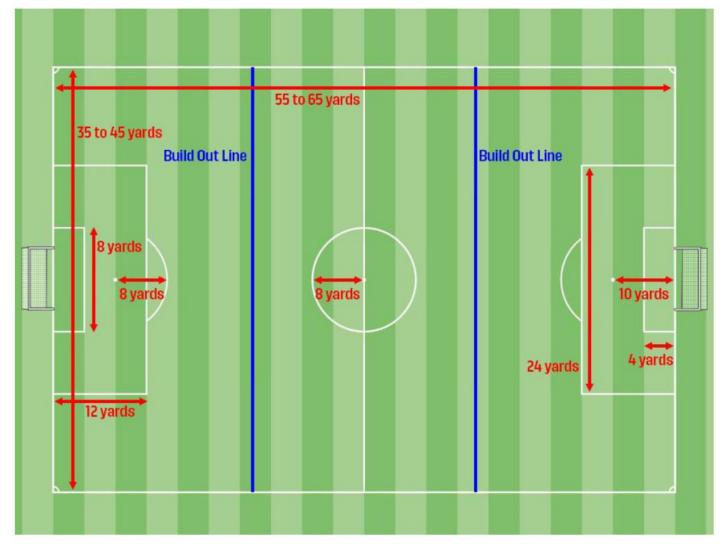
- stand facing the field of play
- have part of each foot on the touchline or on the ground outside the touchline
- throw the ball with both hands from behind and over the head from the point where it left the field of play

U10 Matches-Help the players

- Coaches will have had only 1 to 2 practices
- ~½ of team never played with goalies, thrown ins, etc
- Be active, teaching the laws. Examples:
 - Tell attacking team to get behind build out line
 - Tell goalie where they can place ball for goal kick
- Do not provide "coaching"
 - i.e. Don't tell goalie where or where not to kick



Build Out Line (10U)









Build Out Line-GK Controls ball with Hands

- Opponents must retreat behind the build-out line.
- The goalkeeper may <u>not</u> punt or drop-kick, half-volley the ball: indirect free kick from location of the violation—
- The goalkeeper may pass, throw, or roll the ball to any point on the field
- Quick restart: The goalkeeper may release the ball before the opponents have completely retreated behind the build-out line. In doing so, the goalkeeper accepts the position of the opponents who may intercept the ball.
- Once the ball is released by the goalkeeper the opposing players may cross the build-out line.



Build Out Line-Goal Kick

- Opponents must retreat behind the build-out line.
- The ball may be kicked to any point on the field
- Once the ball is in play (kicked and clearly moves), the opposing players may cross the build-out line.
- Quick restart: The goal kick may be taken before the opponents have completely retreated behind the build-out line. In doing so, the team accepts the position of the opponents and they may intercept the pass. (Note: Law 16 restrictions on opposing players and the penalty area still apply)



Build Out Line-Guidance

- Use judgment and don't interfere for trifling violations.
- Be vocally proactive. Referee may hold up play until opponents retreat.
- Focus should be on education, not strict enforcement.
- Build-out line violation on goalkeeper possession: indirect free kick on BOL where violation occurred.
- Build-out line violation on a goal kick: retake the goal kick.
- Repeated violations of the build-out line should not be viewed as misconduct



2023 Schedule



Sept 9	• Opening Day (lots of help needed!!!)
Sept 17	Referee Online Companion Course (Field Training in Burlingame)
Oct 7 & 8	Double Header Weekend (lots of help needed)
Oct 8	• Silent Sunday
Oct 21	Last game or regular season
Oct 28– Nov 5	• Burlingame Cup: 10U (CVP eligible only), 12U, 14U only
January 2023	Winter Select soccer
Spring 2023	Pacific Coast Spring Soccer League (PCSSL)



Silent Sunday

- U10-U14 Divisions only
- No coaching, no cheering, only clapping
- Why?
 - To foster teamwork, communication, leadership, responsibility
 - To reduce pressure on players and referees
 - To remind coaches practice is for instruction, games are showcases for what they've learned
 - To remind everyone this is about playing, learning and having fun



Ref's Role on Silent Sunday

- Remind those who may not know
- Use voice as you normally would
- Observe and, if needed, report lack of cooperation on Google Form
- Do not enforce or make a Silent Saturday point of contention with coaches or spectators



Basic Recap of Game Day



Game-day Gear

- Full uniform and badge
- Whistle
- Coin
- Watch
- Flags
- Red/yellow cards (<u>mostly</u> for U14 games)
- Place to record game results (note pad, booklet of sheets provided by us, game cards from coaches)
- Writing instruments (golf pencils work well)
- Water (& snack?)

Get in the habit of bringing everything you might need, even if you only signed up for AR positions (Consider making a referee 'go' bag with all your supplies)



Preparation and Game-Day

- Sign up early (MSL)
- Arrive early (20 30 min)
- Check field & goals
- Check teams in
- Start and end on time
- Complete game cards and save for the season
- Use Google Form to report match results
 - We are tracking goals scored by each player this year
- Report serious incidents





Game Cards

BAD

Team: Green Piranahs (B-U10)
Opponent: Shadow Nightmare (B-U10) Date: 10/27/12 Coach: Eric Andursky 6 P. Sohnston 3 M. Gonzalez N. Escobar E. Huwe K Sieben I. Andursky B. Jones T. Hartley

GOOD

(50)	OFFICIAL LINE		AKD 0	1 0/	1	n-7	7.
REGION	AGE GROOP	ING TEA	1000				
TEAM N			-			2	1-0
COACH	S NAMEASST. 0	OACH'S	NAME	recon Kon	men		
All tea	am players must be listed in order by	Jersev	#. If ab	sont. Ir	dicat	e rea	son
No.	PRINT PLAYERS NAME	Goals Scored		"Qtrs." Not Played			
2	RAINVILLE, JACQUELINE				G		3
3	LEI, CARRIE						T
4	THOMPSON, STEPHANIE			X	X	X	×
5	MILNE, DIANA						N
6	KOTMEL, JESSICA			100		G	1
7	RADZYMINSKI, ALEXANDRIA			G			Г
8	LAD, LEAH				16		Г
9	MARENCO, NICOLE						6
10	RONAN, MEGAN	100					П
11	GALLAGHER, CIARA			X	X	X	X
				-			-
Age Each Half,		Durat	ion of (he Gan	ne,		Ball
Group U-19	not to exceed 45 Minutes	not to exceed 90 Minutes					Size
U-16	40 Minutes	80 Minutes				Size	
U-14	35 Minutes	70 Minutes					
U-12 U-10	30 Minutes 25 Minutes	50 Minutes				Siz	

Tip: Bring spare game cards in case a coach forgets



Game Reports

- Save for season
 - (use a scan app on phone)
 - Genius Scan
- Follow with incident report for send off or serious injury

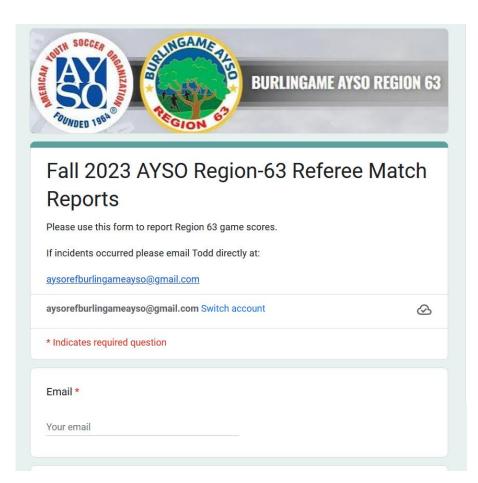
and decisions of the international Board in effect at a date specified by the area director for his/her area (approximately the time of team formation for a given season), with the exceptions detailed in the AYSO National Rules and Regulations. Referee Game Report Halftime Score In Favor Of Overall Conduct & Sporting Behavior Excellent Normal Poor Additional comments: **Preliminary Incident Report** (A more detailed report may be required - Check with your local Administrator) Disciplinary Action / Significant Injuries / Additional Comments: Please include names and player numbers. Signatures only needed if additional information is included in the Preliminary Incident Report 1st Assistant Referee's Signature: 2nd Assistant Referee's Signature: Reorder #CS004P-7 **RFV 4/04**

All AYSO games shall be conducted in accordance with the current FIFA Laws of the Game



Online Match Reports

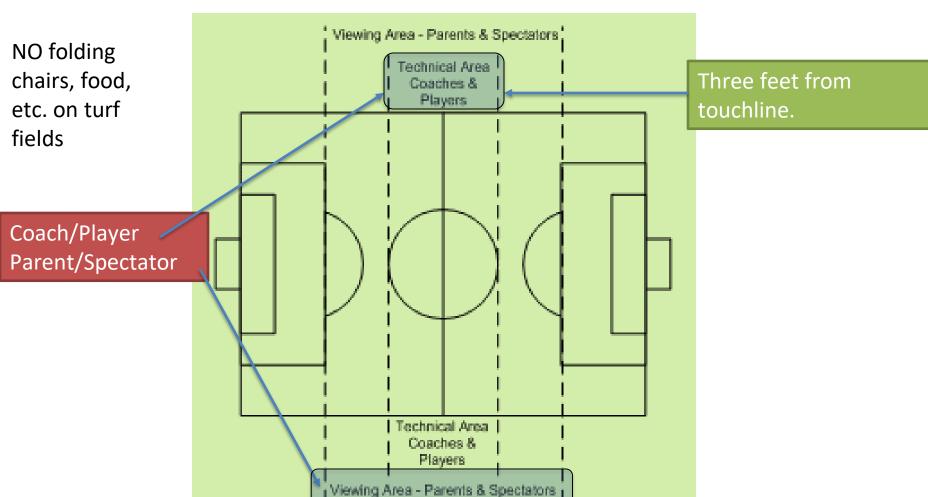
14UB-02



Goals per player. If a player has more than 6 goals, just check the "6" box.										
	1	2	3	4	5	6				
Player #2	\circ	\circ	\circ	\circ	\circ	0				
Player #3	\circ	\circ	\circ	\circ	\circ	\circ				
Player #4	\circ	\circ	0	\circ	\circ	\circ				
Player #5	\circ	\bigcirc	\circ	\circ	\circ	\circ				
Player #6	\circ	\circ	\circ	\circ	\circ	\circ				
Player #7	\circ	\circ	\circ	\circ	\circ	\circ				
Player #8	0	\circ	0	0	0	0				



Coach / Spectator Positions





Substitutions

- Four opportunities
 - Half-way thru each half (2)
 - Half time
 - Injury
- Substitutes ready / enter at half-way line.
- Remind Coaches: running clock. Quarters are not full breaks.
- Players leave before substitute enters field of play.
- Coaches assist with substitutions
- For 14U during a stoppage in play, either team may sub (at discretion of referee); subs must be ready to enter the field, at the halfway line, before play has stopped





Safety

Keeping the Game Safe, Fun, and Fair

- The five S's: shirt, socks, shorts, shinguards, shoes
- No jewelry, splints, or hard braces
- Medical devices are allowed-if sufficiently padded
- Water
- Foul weather





Handling Injuries

Most player injuries are just momentary discomfort but are the most frequent source of conflict among coaches, spectators and referees.

- Consider age of players and stop play for minor injuries (unless there is a promising attack underway)
- > Stop play immediately for serious injury (especially contact involving the head)
- Quickly check on player
- ➤ If player does not want to get up and play, call the coach on the field.
- Don't place yourself between concerned parents and coaches if they enter the field



Self Assignment of Games



Additional info about My Soccer League will be covered later for new refs.



Referee Resources

- IFAB Laws of the Game (http://www.theifab.com/laws)
- IFAB App (download for free)
- See burlingameayso.org for lots of useful info:
 - Divisional Guidelines Matrix
 - 10U Buildout Line Guides
 - Referee Summary Sheet

2022-23 REFEREE'S LOTG SUMMARY

PRE-GAME ACTIVITIES

- · Check field, goals, flags, and markings for safety and correctness
- Check players' uniforms and equipment for safety
- · Check ball for proper inflation, size, and safety (no cuts)
- · Meet with your referee team and discuss responsibilities

COIN TOSS

- · Referee tosses a coin, a team captain calls, winner chooses to kick off or direction to attack
- · Teams switch sides for second half. The team that did not kick off in the first half, kicks off to start the second half

KICK-OFF

- . Players must be in their own half of the field except the player taking kick-off
- . Opponents of the kicker must not enter center circle until ball is kicked
- · The ball is stationary on the center mark
- . The referee whistles for the start of play after ensuring ARs are ready
- . The ball is in play when it is kicked and clearly moves in any direction
- Don't forget to start your game timer
- If the kick-off is not taken as above it must be retaken
- If kicker touches the ball again before anyone else, IDFK to opponents

RESTART WHEN AWARDED		BALL PLACEMENT	OPPONENTS	SCORE DIRECTLY?	WHEN IN PLAY	
Kick-off (KO)	Start of each half; after each	Center mark	10 yards from ball; in own half	Yes, but only against	Kicked and clearly moves	
Throw-in (TI)	goal Ball out over touchline	Where it went out	2 yards from point of throw-in	opponent No	Breaks plane of touchline	
Goal kick (GK)	Ball out over goal line, not goal, last touch by an attacker	Anywhere in goal area	Outside penalty area	Yes, but only against opponent	Kicked and clearly moves	
Corner kick (CK)	Ball out over goal line, not goal, last touch by a defender	Anywhere in corner area	10 yards from corner arc ***	Yes, but only against opponent	Kicked and clearly moves	
Dropped ball (DB)	Referee stops play and no other restart applies	Dropped to one player from team that last touched the ball at the position where ball last touched by player, outside agent, or match official *	4.5 yards from ball (all other players from both teams)	No, must first touch two different players	Touches ground	
Free kick (FK)	Foul or other offense	Place of offense **	10 yards*** Note: for IDFK less than 10 yds from goal line - defenders may be on goal line between goalposts; FK inside own PA - opponents outside PA	DFK: Yes, but only against opponent IDFK: No	Kicked and clearly moves	
Penalty kick (PK)	DFK foul by a defender in own PA	Penalty mark	10 yards, outside PA, behind ball	Yes	Kicked and clearly moves	

If ball was in/last touch in penalty area, drop ball to goalkeeper ** In goal area, place ball on "6vd line" if against defenders; place ball anywhere in goal area if against attackers ****Wall of 3 or more defenders, attackers must be 1 vd away from wall

DIRECT FREE KICKS

- · Generally given for unfair/unsafe contact between opponents
- · Kicks, strikes, trips, pushes, unfairly charges, jumps at, or tackles/challenges an opponent
- Attempts to kick, strike, or trip an opponent
- Spits/bites someone on team roster/match official, holds an opponent. impedes an opponent with contact, handball, throws object at ball/opponent/official, or contact with ball with a held object

PENALTY KICK ENCROACHMENT

Encroachment Ball goes in Goal		Ball does not go in Goal						
By defender	Goal	Retake						
By attacker	Retake	IDFK for defenders						
By both teams	Retake	Retake						
By Goalkeeper	Goal	Retake, if clearly impacted by keeper						

OFFENSES

INDIRECT FREE KICKS

- . Generally given for a non-contact offense between opponents
- Referee must give the indirect free kick signal (raised arm)
- - Dangerous play, impeding opponent without contact, preventing keeper from releasing ball. guilty of dissent/offensive/insulting/abusive language or gestures, initiates a deliberate trick play for the ball to be passed to the goalkeeper, commits any other offense (not mentioned in the laws) for which play is stopped to caution or send off a player
- · By goalkeeper:
 - Takes more than six seconds to release the ball into play from hands
 - Touches ball a second time with hands after releasing without it touching another player
 - Deliberately handles ball after receiving it directly from a teammate's throw-in
 - Deliberately handles ball after a deliberate kick to the goalkeeper from a teammate

MISCONDUCT

CAUTIONABLE (YELLOW CARD) OFFENSES

- Unsporting behavior · Entering RRA
- Dissent by word or action · Excessive use of review signal
- Persistent offenses · Delaying the restart of play
- · Entering, reentering, or leaving field without referee's permission
- Failure to respect required distance on FK, CK, TI, or DB

SEND OFF (RED CARD) OFFENSES

- · Serious foul play
- · Biting or spitting at someone
- . Abusive, insulting, or offensive language or gestures
- Violent conduct
- · Second caution in the same match
- Entering VOR
- Denies obvious goal scoring opportunity (DOGSO) by an offense punishable by FK
- · DOGSO by deliberately handling the ball (except GK in own penalty area)

Abbreviated language used to save space. See the 2022-23 Laws of the Game for official terminology and full details.



Goal Differential

- Largest acceptable final goal difference is 5 goals.
- Ultimately this is coach's responsibility.
 - Referees can (discreetly) remind coaches if game is clearly lopsided and coaches should 'pump the brakes'
 - Referees can allow for substitution changes/rule exceptions if this helps balance game
 - Will be come important for Cup



Substitions-Everyone Plays

- No player shall play 4 quarters unless all players have played 3 quarters.
 - If a player arrives during the 1st quarter, they must play 2 quarters. If they arrive during the 2nd or 3rd quarter, they must play 1 quarter.
- Ar1 should check for violations prior to start of 4th quarter and talk to coach.
 - Will be especially important for Cup



Laws of the Game -Overview of Key Changes



Law Changes

- Law 3-clarification about extra player on field
 - Referee should take action only if person affected play; e.g. the Law does not expect the referee to penalize encroachment onto the field of play if it does not impact the play

Changes to Law 3. The Players > 3.9. Goal scored with an extra person on the field of play

Additional text:

If, after a goal is scored, the referee realises, before play restarts, that an extra person was on the field of play when the goal was scored, and that person interfered with play:



Law Changes

- Law 7-Duration of Match
 - Allowance for time lost, adds goal celebrations and interference by outside agent
 - (Irrelevant to our Region, as we do not add time for time lost)

Changes to Law 7. The Duration of the Match > 7.3. Allowance for time lost

Amended text:

Allowance is made by the referee in each half for all playing time lost in that half through:

- substitutions
- (...)
- goal celebrations
- any other cause, including any significant delay to a restart (e.g. goal celebrations due to interference by an outside agent).



Law Clarification

- Law 10-Determining Outcome of Match
 - Changed name from "Kicks from the penalty mark" to "penalties (penalty shoot-out)"

Changes to Law 10. Determining the Outcome of a Match > 10.2. Winning team

Amended text:

(...)

When competition rules require a winning team after a drawn match (...), the only permitted procedures to determine the winning team are:

- away goals rule
- two equal periods of extra time not exceeding 15 minutes each
- kicks from the penalty mark penalties (penalty shoot-out)

A combination of the above procedures may be used.

ganization

Additional text:

(...)

A player in an offside position receiving the ball from an opponent who deliberately played the ball, including by deliberate handball, is not considered to have gained an advantage, unless it was a deliberate save by any opponent.

*'Deliberate play' (excluding deliberate handball) is when a player has control of the ball with the possibility of:

- passing the ball to a team-mate;
- gaining possession of the ball; or
- clearing the ball (e.g. by kicking or heading it)

If the pass, attempt to gain possession or clearance by the player in control of the ball is inaccurate or unsuccessful, this does not negate the fact that the player 'deliberately played' the ball.

The following criteria should be used, as appropriate, as indicators that a player was in control of the ball and, as a result, can be considered to have 'deliberately played' the ball:

- The ball travelled from distance and the player had a clear view of it
- The ball was not moving quickly
- The direction of the ball was not unexpected
- The player had time to coordinate their body movement, i.e. it was not a case of instinctive stretching or jumping, or a movement that achieved limited contact/control
- A ball moving on the ground is easier to play than a ball in the air



Law Clarification

- Law 14-Penalty Kick
 - Goalkeeper must not behave in "a manner that fails to respect the game and opponent"

Changes to Law 14. The Penalty Kick > 14.1. Procedure

Additional text:

(...)

The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts, without touching the goalposts, crossbar or goal net, until the ball has been is kicked. The goalkeeper must not behave in a way that unfairly distracts the kicker, e.g. delay the taking of the kick or touch the goalposts, crossbar or goal net.

Explanation:

Clarification that the goalkeeper must not behave in a manner that fails to show respect for the game and the opponent, i.e. by unfairly distracting the kicker.



Law Refreshers-handball

- Law 12-Handling the ball
 - "Not every touch of a player's hand-arm with the ball is an offence." It is an offence if a player:
 - Deliberately touches the ball with the hand/arm, for example moving the hand/arm towards the ball
 - Touches the ball with their hand/arm when it has made their body unnaturally bigger. A player is considered to have made their body unnaturally bigger when the position of their hand/arm is <u>not</u> a consequence of, or justifiable by, the player's body movement for that specific situation. By having their hand/arm in such a position, the player takes a risk of their hand/arm being hit by the ball and being penalized
 - Scores in the opponent's goal:
 - Directly from their hand/arm, even if accidental
 - Immediately after the ball has touched their hand/arm, even if accidental



Law Refresher-kick to GK

- Law 12.2-(Indirect Free Kick)
 - "An indirect free kick is awarded if a goalkeeper, inside their penalty area, commits any of the following offences:"
 - touches the ball with the hand/arm...after it has been deliberately kicked to the goalkeeper by a team-mate

1LYD.



Kick

The ball is kicked when a player makes contact with it with the foot and/or the ankle

Football Terms



CVP / RVP Overview



10U Cup Volunteer Point (CVP) System



- Each 10U team must have at least one trained referee
- 9 points earned to qualify for Cup
- 2 pts for newly trained referee;
 1 pt for returning / youth
 referee; max 4 pts for youth
 referee



In order to get CVP credit, you must be affiliated with a team.

Email Rick Sandor to inform him of your affiliation. drrickster@yahoo.com



Mentor Program



Mentorship Program

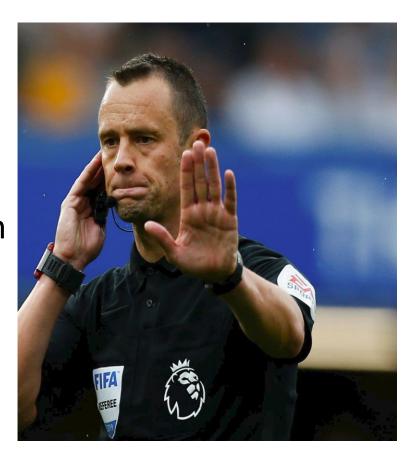
- Pair a "senior" referee with a new(er) referee(s)
- Ideally work 1x game a week together
- Learn Laws and technique from a seasoned referee.
- Instant feedback





Mentorship Program

- Mentors would get priority access to radio headsets (2x)
- Please see/email me after meeting if interested
- Email: toddweller@gmail.com
- (both mentors and mentees)





Thank You!



New Referees Break Out Session



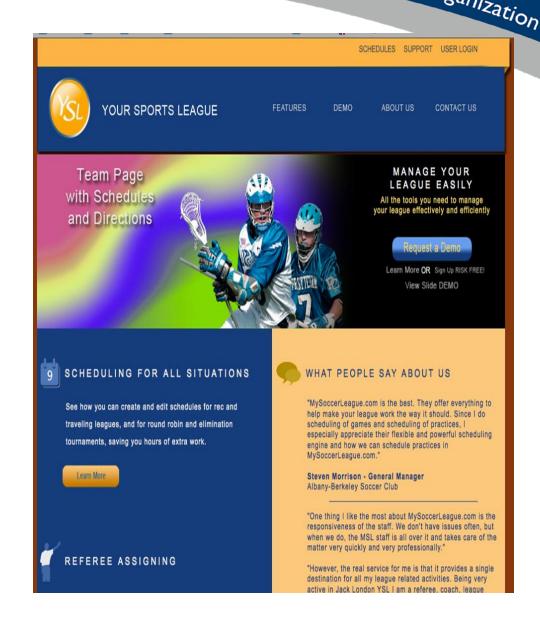
Referee Certification

- ✓ Register as a 2019 Volunteer in Sports Connect (Burlingameayso.org)
- ✓ Complete Safe Haven Online Course (~1 hour)
- ✓ Complete CDC Concussion Awareness Online Course (~1 hour)
- ✓ Complete Cardiac Awareness (~1 hour)
- ✓ <u>Complete</u> Regional Referee Training Course (~3-hour online course which contains explanatory soccer modules, videos & Q&A throughout)
- √ Fingerprinting and Safesport
- ✓ <u>Attend and complete</u> Regional Referee Online Companion Course (it's an ~3.5-hour practical, hands-on, in-person *companion* course, typically taken on a playing field in or around Burlingame)





Self-assign your games on MySoccerLeague.com





- Forgot username and password?
 - Need to merge accounts?
 - Other help?

Email Rick Sandor drrickster@yahoo.com



www.mysoccerleague.com

SCHEDULES SUPPORT USER LOGIN YOUR SPORTS LEAGUE **FEATURES ABOUT US** CONTACT US MANAGE YOUR Team Page LEAGUE EASILY with Schedules All the tools you need to manage your league effectively and efficiently and Directions Request a Demo Learn More OR Sign Up RISK FREE! View Slide DEMO SCHEDULING FOR ALL SITUATIONS WHAT PEOPLE SAY ABOUT US "MySoccerLeague.com is the best. They offer everything to See how you can create and edit schedules for rec and help make your league work the way it should. Since I do traveling leagues, and for round robin and elimination scheduling of games and scheduling of practices, I especially appreciate their flexible and powerful scheduling tournaments, saving you hours of extra work. engine and how we can schedule practices in MySoccerLeague.com." Learn More Steven Morrison - General Manager Albany-Berkeley Soccer Club



REFEREE ASSIGNING

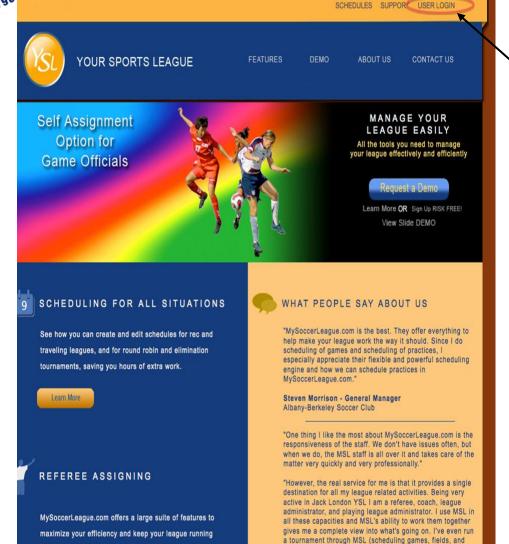
MySoccerLeague.com offers a large suite of features to maximize your efficiency and keep your league running smoothly. "One thing I like the most about MySoccerLeague.com is the responsiveness of the staff. We don't have issues often, but when we do, the MSL staff is all over it and takes care of the matter very quickly and very professionally."

"However, the real service for me is that it provides a single destination for all my league related activities. Being very active in Jack London YSL I am a referee, coach, league administrator, and playing league administrator. I use MSL in all these capacities and MSL's ability to work them together gives me a complete view into what's going on. I've even run a tournament through MSL (scheduling games, fields, and referees) and it was again the same seamless experience."

"One ston shonning "



smoothly.

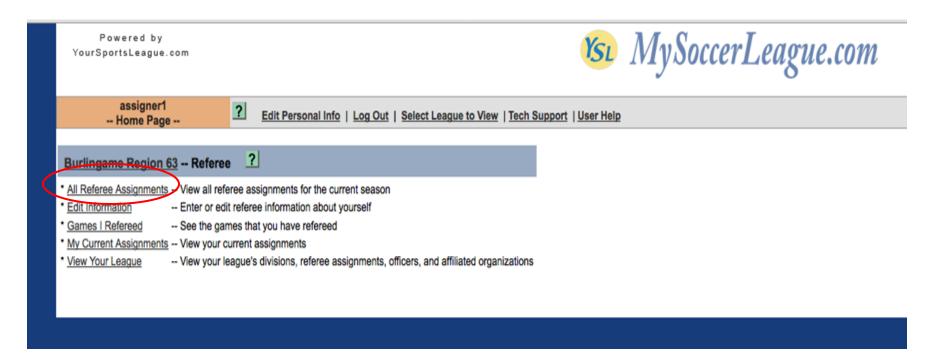


referees) and it was again the same seamless experience."

User Login

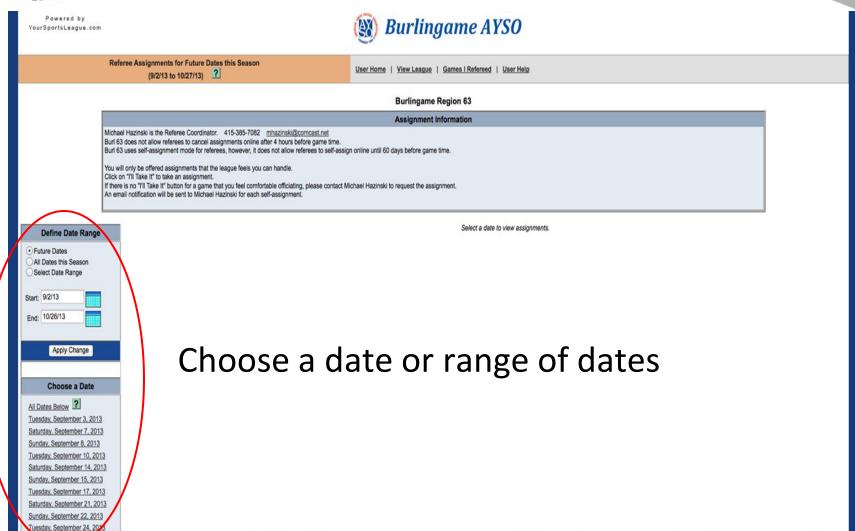


Your menu – navigate to assignments page



NOTE: please keep your info up to date, especially email address







		I			L	L	I.	L	ı	L
668040	Bayside Park	12:30 PM	14UG	U-14	Girls	Burl 14UG- 03	Burl 14UG- 04	Lionel Recio (E)	I'll Take It	I'll Take It
668045	Bayside Park	2:00 PM	14UB	U-14	Boys	Burl 14UB- 03	Burl 14UB- 04	Derek Hettinger (E)	I'll Take It	I'll Take It
668053	Bayside Park	4:00 PM	12UB	U-12	Boys	Burl 12UB- 05	Burl 12UB- 06	Douglas Flanzer	I'll Take It	I'll Take It
668055	Bayside Park	5:15 PM	12UB	U-12	Boys	Burl 12UB- 03	Burl 12UB- 04	I'll Take It	I'll Take It	I'll Take It
668030	Franklin - Softball Side	11:00 AM	10UB	U-10	Boys	Burl 10UB- 02	Burl 10UB- 03	Douglas Flanzer	I'll Take It	I'll Take It
668031	Franklin - Stairs Side	11:00 AM	10UG	U-10	Girls	Burl 10UG- 08	Burl 10UG- 06	I'll Take It	I'll Take It	I'll Take It
668036	Franklin - Stairs Side	12:00 PM	10UB	U-10	Boys	Burl 10UB- 13	Burl 10UB- 14	I'll Take It	I'll Take It	I'll Take It
668032	Osberg Field	11:00 AM	12UG	U-12	Girls	Burl 12UG- 05	Burl 12UG- 06	I'll Take It	I'll Take It	I'll Take It
668037	Osberg Field	12:15 PM	12UG	U-12	Girls	Burl 12UG- 01	Burl 12UG- 02	Peter Schuman	I'll Take It	I'll Take It



Offsides - Overview

Offside position:

- Any part of the head, body, or feet (HBF) is in the opponent's half and
- any part of HBF is nearer the opponents goal line than both the ball and the 2nd to last opponent
 - (in U10 the BOL replaces the halfway line)

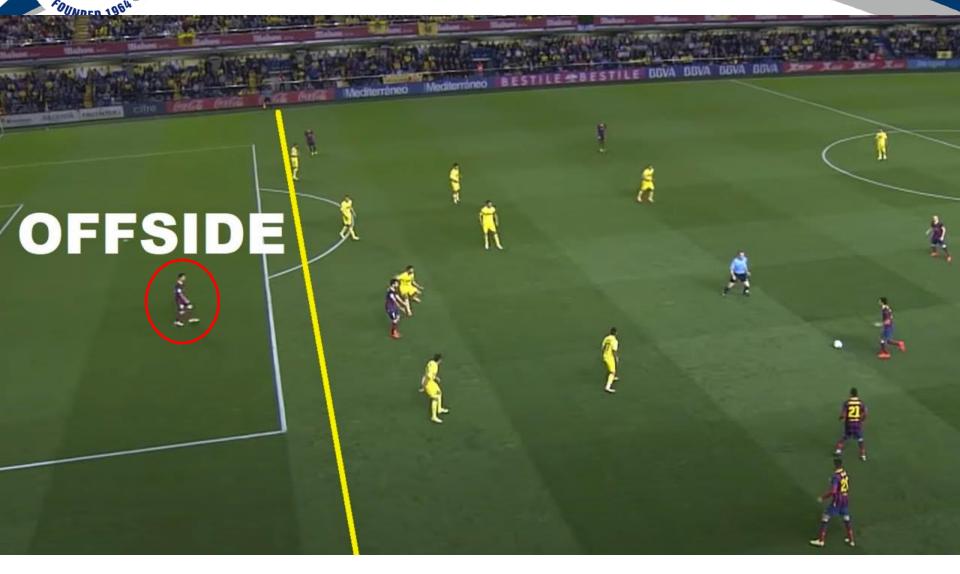


Offsides - Overview

Offside offence:

- Player in an offside position at the moment the ball is played or touched by a team-mate is only penalized on becoming involved in active play
- Remember Exceptions: goal kick, throw-in, corner kick
 - (see Law 11.2 for more)











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Training Event



Chapter 7: Offside

Type: Course Bundle

Accessible Since: January 01, 1900

Status: COMPLETE

Author: AYSO

REVIEW



Example:

An attacker in an offside position (A) touches the ball after it has been passed by a team-mate.



Goalkeeper



Defender



Attacker



Referee





Thank You

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