

Burlingame Region 63 Pre-Season Referee Meeting

Sept 5, 2023

Welcome \& Intros

## 2022 Referee Admin Team

Todd Weller- Regional
Referee Admin (RRA)

Matthias PercyznskiU16/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...


- 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)


## American Youth Soccer Organization <br> IFAB (www.theifab.com/)

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\begin{aligned}
& \text { LAWS } \\
& \text { OF THE GAME }
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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 no slide tackling allowed at U10
- Area rules matrix states slides tackles are allowed at U10
- In case you referee winter select or other Area tournaments


## 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
- $\sim 1 / 2$ 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 not 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

## \section*{FOUNDED $190^{6 h}$} <br> Game-day Gear

- Full uniform and badge
- Whistle
- Coin
- Watch
- Flags
- Red/yellow cards (mostly 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 ( $20-30 \mathrm{~min}$ )
- 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


GOOD
4 lavender rise
(197) OFFICIAL LINEUP CARD OP REGION $\qquad$ 63 age group U10G
$\qquad$ team. 01 01 are 10-27-12 TEAM NAME Lavender Lightning opposing team Sour Patch kids COACH'S NAME $\qquad$ ASST. COACH'S NAME Hob Kotmel

All team players must be listed in order by Jersey \#. If absent, Indicate reason.



Reorder \#CSO04-7

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

All AYSO games shall be conducted in accordance with the current FIFA Laws of the Game 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
Date $\qquad$ Time $\qquad$ Field $\qquad$ Conditions $\qquad$ Home Tearm/Colors $\qquad$ Visiting Team/Colors $\qquad$ Halttime Score $\qquad$ In Favor Of $\qquad$ Final Score $\qquad$ Winning Team $\qquad$ Overall Conduct \& Sporting Behavior
$\qquad$
$\qquad$
Spectators: $\square \square$
Releree Name (Print): $\qquad$ Phone/email: $\qquad$
1m AR (Please Print): $\qquad$ Phone/email: $\qquad$
$2^{\text {nd }}$ AR (Please Print): $\qquad$ Phone/email: $\qquad$
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.
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Signatures only needed if additional information is included in the Preliminary Incident Report Referee's Signature: $\qquad$
$1^{\text {st }}$ Assistant Referee's Signature: $\qquad$
$2^{\text {nd }}$ Assistant Referee's Signature: $\qquad$


## Online Match Reports

Fall 2023 AYSO Region-63 Referee Match

## Reports

Please use this form to report Region 63 game scores.
If incidents occurred please email Todd directly at:
aysorefburlingameayso@gmail.com
aysorefburlingameayso@gmail.com Switch account

* Indicates required question


## Email *

Your email

## 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 | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ |
| Player \#3 | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ |
| Player \#4 | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ |
| Player \#5 | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ |
| Player \#6 | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ |
| Player \#7 | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ |
| Player \#8 | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | <br> \title{

Coach / Spectator Positions
} <br> \title{
Coach / Spectator Positions
}


## Three feet from touchline.

- 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 $\mathbf{1 4 U}$ - 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



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


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


## 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 goal | Center mark | 10 yards from ball; in own half | Yes, but only against opponent | Kicked and clearly moves |
| Throw-in (TI) | Ball out over touchline | Where it went out | 2 yards from point of throw-in | 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 |

OFFENSES

## 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 imped/opponent/official or contact with ball with a held object
PENALTY KICK ENCROACHMENT
ENALTY 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, f clearly impacted by keeper |

## INDIRECT FREE KICKS

- Generally given for a non-contact offense between opponents
- Referee must give the indirect free kick signal (raised arm)
- By anyone:

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


## CAUTIONABLE(YELLOW CARD) OFFENSES

- Unsporting behavior ARD) OFF
- Dissent by word or action - Excessive use of review signal
- Entering RRA
- 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


## MISCONDUCT

## SEND OFF (RED CARD) OFFENSES

- Serious foul play - Violent conduct
- Biting or spitting at someone - Second caution in the same match
- Abusive, insulting, or offensive language or gestures - 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)


## 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 $1^{\text {st }}$ quarter, they must play 2 quarters. If they arrive during the $2^{\text {nd }}$ or $3^{\text {rd }}$ quarter, they must play 1 quarter.
- Ar1 should check for violations prior to start of $4^{\text {th }}$ quarter and talk to coach.
- Will be especially important for Cup

American Youth Soccer Organization

## Laws of the Game Overview of Key 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 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. due to interference by an outside agent).
- 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
- Kieks from the penaly penalties (penalty shoot-out)

A combination of the above procedures may be used.

## Changes to Law 11. Offsides > 11.2. Offside offence

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, touehing the gealposts, erossar 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 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 not 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 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

```
1гAD
```

$\square$

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

CVP / RVP Overview

## 10 U Cup Volunteer Point (CVP) System



- Each 100 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

- 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
 <br> \title{
Mentorship Program
} <br> \title{
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)



## New Referees Break Out Session

## 

$\checkmark$ Register as a 2019 Volunteer in Sports Connect (Burlingameayso.org)
$\checkmark$ Complete Safe Haven Online Course (~1 hour)
$\checkmark$ Complete CDC Concussion Awareness Online Course ( $\sim 1$ hour)
$\checkmark$ Complete Cardiac Awareness ( $\sim 1$ hour)
$\checkmark$ Complete Regional Referee Training Course ( $\sim 3$-hour online course which contains explanatory soccer modules, videos \& Q\&A throughout)
$\checkmark$ Fingerprinting and Safesport
$\checkmark$ Attend and complete 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)



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

Email Rick Sandor drrickster@yahoo.com


SCHEDULING FOR ALL SITUATIONS

See how you can create and edit schedules for rec and traveling leagues, and for round robin and elimination tournaments, saving you hours of extra work.
"MySoccerLeague.com is the best. They offer everything to help make your league work the way it should. Since I do scheduling of games and scheduling of practices, I especially appreciate their flexible and powerful scheduling engine and how we can schedule practices in MySoccerLeague.com."

Steven Morrison - General Manager Albany-Berkeley Soccer Club
"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."
REFEREE ASSIGNING

MySoccerLeague.com offers a large suite of features to maximize your efficiency and keep your league running 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
smoothly.


## Your menu - navigate to assignments page

```
        assigner1
```

- Home Page ..

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Burlingamo Rogion 63-Referee ?
```

- All Referee Assignments. View all referee assignments for the current season
- Editiniomation -- Enter or edit referee information about yourself
- Games I Refereed -- See the games that you have refereed
- My Current Assignments -- View your current assignments
* View Your League -- View your league's divisions, referee assignments, officers, and affiliated organizations

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

Burlingame Region 63
Assignment Information
Michael Hazinsk is the Referee Coordinator. 415-385-7082 mhazinski@comcast net
Burl 63 does not allow referees to cancel assignments online after 4 hours before game time.
Burt 63 uses self-assignment mode for referees, however, it does not allow referees to self-assign online until 60 days before game time.
You will only be offered assignments that the league feels you can handle.
Click on "Tll Take It" to take an assignment.
If there is no "TII Take ir" button for a game that you feel comfortable officiating, please contact Michael Hazinski to request the assignment.
An email notification will be sent to Michael Hazinski for each self-assignment.

Apply Change

Choose a Date
All Dates Below?
Tuesday. September 3, 2013
Saturday, September 7. 2013
Sunday, September 8, 2013
Tuesday, September 10, 2013
Salurday. September 14, 2013
Sunday, September 15, 2013
Tuesday. September 17, 2013
Salucday. September 21.2013
Sunday Seplember 22, 2013
Juesday, September 24, 20.


## 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 $2 n d$ 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)




## AYSOU-Use to review



Chapter 7: Offside
Type: Course Bundle
Accessible Since: January 01, 1900
Status: COMPLETE
Author: AYSO
Training Event


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

## LEGEND

Goalkeeper$\triangle$
DefenderAttacker

Referee



Thank You
aysorefburlingameayso@gmail.com


[^0]:    ? Edit Personal Info | Log Out I Select League to View | Tech Support I User Help

