2019-20 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

- A captain of one team calls the toss
- · Winner chooses to kick off or direction to attack; teams switch 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, IFK to opponents

| RESTART | WHEN AWARDED | BALL PLACEMENT | OPPONENTS | SCORE DIRECTLY? | WHEN IN PLAY |
|-------------------|--|--|--|---|---|
| Kick-off (KO) | Start of each half; after each goal | Center of field | 10 yards from ball; in own half | Yes (only against opponent) | Kicked and clearly moves in any direction |
| Throw-in (TI) | Ball out over touchline | Where it went out | 2 yards from point of throw-in | No | Breaks plane of touch line |
| Goal kick (GK) | Ball out over goal line, not goal, last touch by an attacker | Anywhere in goal area | Outside penalty area | Yes (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 area | Yes (only against opponent) | Kicked and clearly moves |
| Dropped ball (DB) | Referee stops play | 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 IFK less than 10 yds from goal line, attackers may be on goal line between goalposts) FK inside PA, opponents outside PA | DFK: Yes (only against opponent) IFK: 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 forward |

^{*} If ball was in/last touch in penalty area, drop ball to goalkeeper

OFFENSES

DIRECT FREE KICKS

- Generally given for unfair/unsafe contact between opponents
- · Careless kicks, strikes, trips, pushes, unfairly charges, jumps at, or tackles/challenges an opponent
- Careless attempt to kick, strike, or trip an opponent
- Spits/bites someone, 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

- · By a defender, ball goes in goal: GOAL
- · By a defender, ball does not go in goal: RETAKE
- · By an attacker, ball goes in goal: RETAKE
- By an attacker, ball does not go in goal: IFK for defending team
- By both teams: RETAKE

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, 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 other 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 or TI

SEND OFF (RED CARD) OFFENSES

- · Serious foul play
- · Biting or spitting at someone
- Abusive, insulting, or offensive language or gestures
 - Entering VOR

Violent conduct

· Second caution in the same match

- Denies obvious goal scoring opportunity (DOGSO) by an offense punishable by FK
- DOGSO by deliberately handling the ball (except GK in own penalty area)

^{**} If in goal area, place ball on "six yard line" if against defenders; place ball anywhere in goal area if against attackers

2019-20 REFEREE'S LOTG SUMMARY

MISCONDUCT RESTARTS (Ball in Play/on field - Simplified Version)

- Offense and/or misconduct against opponent IFK or DFK/PK
- Misconduct against teammate/subs/officials/coach DFK/PK

- Misconduct against outside agent DB
- · If misconduct occurs while ball is out of play, restart per original reason for stoppage

OFFSIDE

OFFSIDE POSITION

- Player is in opponent's half of the field, AND
- Player is closer to opponent's goal line than the ball, AND
- Player is closer to opponent's goal line than either of the last two opponents

Offside position is determined at the moment the ball is played or touched by a teammate. Offside position by itself is not an offense.

OFFSIDE OFFENSE

- In offside position moment ball is played or touched by teammate, and then:
 - Interferes with play (plays the ball); OR
 - Interferes with an opponent (keeps them from playing the ball); OR
 - Interferes by otherwise gaining an advantage (ball rebounds to them)
 - Restart: IFK for opponents where offside player interferes

Cannot be offside if a player receives the ball directly from a GK, TI, or CK.

REFEREE TEAM MECHANICS AND SIGNALS

REFEREE POSITIONING

- Left (standard) diagonal: run toward left corner flag; try to stay to the left of ball
- Right diagonal: run toward right corner flag; try to stay to the right of ball
- During dynamic play try to be approximately 10-15 yards from play
- · Try to keep play between the referee and the lead assistant referee

ASSISTANT REFEREE POSITIONING

- Default position: stay even with second-to-last defender to watch for offside (the last defender is usually, but not always, the goalkeeper)
- If the second-to-last defender moves into the opponent's half of the field, stay at the halfway line
- If the ball moves closer to the defenders' goal line than the second-to-last defender, stay even with the ball – all the way to the goal line if necessary

REFEREES SHOULD...

- Look at the lead assistant when the ball is played forward
- Look at the lead assistant when a goal is scored
- Occasionally look back at the trail assistant
- Look at both assistants when the ball is out of play
- Give them a smile or a subtle "thumbs up"

ASSISTANT REFEREES SHOULD...

- Raise the flag with a deliberate (not hasty or exaggerated) motion
- Make eye contact with the referee whenever they signal
- Watch players who are behind the referee's back
- Mirror the offense/misconduct signals of the other assistant referee that the referee can't see
- Always be prepared to signal if the ball goes out of play and the referee looks to you for help

WORDS OF WISDOM FROM AN OLD REFEREE

- Be a thinking referee/assistant referee at all times
- Keep the game safe, fair, and fun in that order
- If it looks unsafe, blow the whistle even if you're not sure what offense to call – player safety is your most important job
- If you're not sure about an offense, don't blow the whistle
- Don't let the sidelines get out of hand. . . you may have thick skin, but their next referee could be 12 years old
- Smile If you're not having fun, you're doing it wrong

