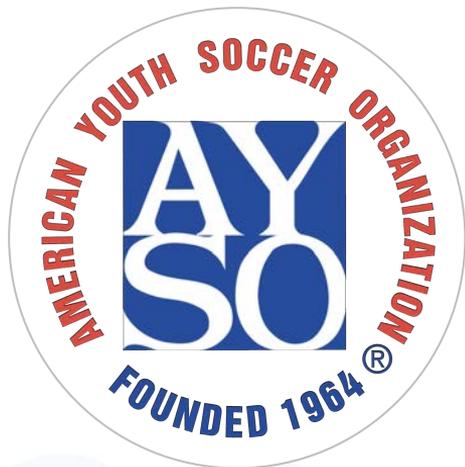


REGIONAL REFEREE COURSE

Companion Course



AYSO National Referee Program



Meet Your Instructors



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Jim Simpson
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Online Referee Course

Any Questions?

AYSO
AMERICAN YOUTH SOCCER ORGANIZATION

Jaime Bencia

LMS LEVEL
Learner
Switch
USERNAME
ayso.96840-506982.learner
Log out

Home
Skills Passport
Resource Library
Training Library
Training Event
My Training
Help

My Training > Regional Referee Online + In-Person Companion Course

Regional Referee Online + In-Person Companion Course

Online

Type: Course
Accessible Since: October 07, 2024
Status: NOT STARTED
Author: AYSO

START

In-Person Companion Event

Type: Course
Accessible Since: October 07, 2024
Status: COMPLETE
Author: AYSO

AYSO Philosophies



- Everyone Plays®
- Balanced Teams
- Open Registration
- Positive Coaching
- Good Sportsmanship
- Player Development

UP NEXT

Pre-Game Duties





REFEREE PROGRAM

PROPER UNIFORM AND EQUIPMENT

REFEREE JERSEY

- Long or short sleeve
- (Default) Yellow with Pinstripes
- (Colors) Referees may wear alternative-colored shirts but all **three referees must match**
- Shirts always tucked in

GLASSES

- **Sunglasses are not allowed**
- Prescription Glasses OK
- Prescription Glasses that tint are OK

HATS

- Black Baseball Hats Only
- Black Baseball Hat with 1463 Referee Program logo is OK
- Hats should **not** contain any logos or trademarks

FLAGS

- Provided by AYSO 1463
- USSF Branded Flags OK



SOCKS

- Black Referee Socks: Socks provided by the region (Score) or USSF branded socks are OK
- Socks must be pulled all the way up.

SHOES

- Black Shoes
- Black Laces (may have white manufacturer's design)

AYSO REFEREE BADGE

- AYSO official referee badge only (securely fastened to shirt)
- Referee may not officiate without a badge. If badge is missing chat with Referee Admins
- Badge should be for the highest grade for which the referee is qualified

SHORTS

- Black Shorts: Shorts provided by the region (Score) or USSF branded shorts are OK
- Basketball Shorts, Denim Shorts, Khaki Shorts, Bicycle Shorts **are not allowed**
- Pants **are not allowed**.
- Leggings are allowed but must be black and worn **under** the shorts.

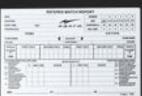


ADDITIONAL REQUIRED EQUIPMENT

Card Wallet



Match Report



Caution Card Set



Whistle



Coin



Pens



Watch



WATCH

- Stopwatches worn around the neck **are not allowed**
- Cell Phones shall not be used to keep time of the game

Arrive Early with Required Equipment

- Region should provide required gear. Jersey, Shorts, Socks, etc.
- Make sure to **dress the part.** Proper dress helps to command respect



What's Wrong with this Picture?



**Which Crew Do
You Want to Be?**

Pre-game Duties & Activities



Arrive Early!

At least **20-30 minutes**
prior to game time
in proper uniform

Pre-game Duties & Activities

Brief Assistant Referees

- Discuss how to work as a team
- Discuss how to communicate:
 - Follow standard signals
 - Discuss any non-standard signals
- Time for all Referees to provide themselves reminders about the match & ask each questions



Pre-game Duties & Activities

Check Field and Equipment

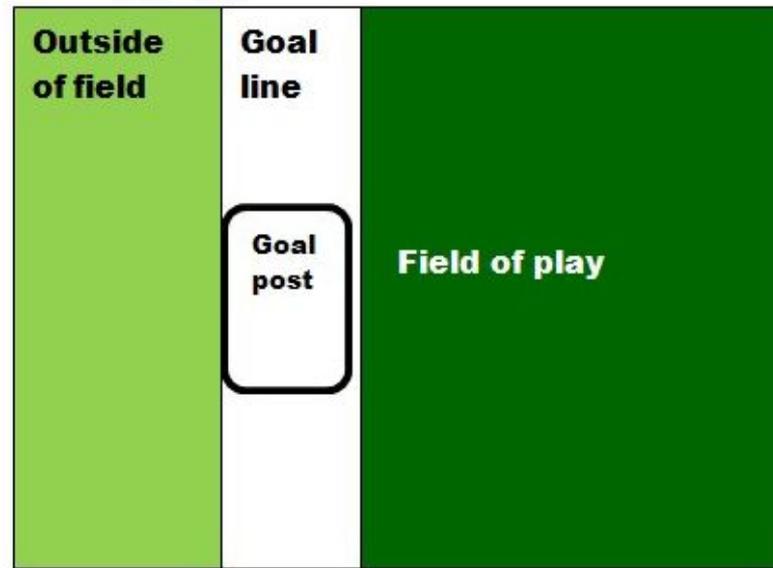
- Inspect Nets, Goals, Secure
- Markings
- Holes, glass, rocks, debris, etc.
- Ball



Pre-game Duties & Activities

Position of Goals

- Back of goalposts even with back of goal line



Pre-game Duties & Activities

Soccer Ball

- Spherical and safe (not torn)
- Firm, but yields $\frac{1}{4}$ inch to thumb pressure
- Size 3 for 6U/8U
- Size 4 for 10U/12U



Pre-game Duties & Activities

Introduce Yourself to the Coaches

- Learn their names
- Be friendly



Pre-game Duties & Activities

Check Team Uniforms & Equipment

- **Team Uniform**
 - Shirt, shorts, shoes, socks, shin guards
- **Shin guards** must be under the socks
- **Goalkeeper's shirt** must be distinguishable from all other players and IDEALLY the referee
- **Captain Armband:** Teams must have a team captain identified by a captain armband



Pre-game Duties & Activities

Allowed Equipment

Glasses

Players may wear prescription glasses. It is recommended they wear a retaining strap.

Gloves

Goalkeepers may wear gloves as long as they are not dangerous



Pre-game Duties & Activities

Allowed Equipment

Sweatpants and Sweatshirts

Allowed under player's jersey in cold weather

Knee Braces

Referee must ensure that brace is padded and does not pose danger to other players

Pre-game Duties & Activities

Prohibited Equipment

- **CASTS OR SPLINTS** —May never be worn in AYSO games and may not be removed at field in order to play.
- **JEWELRY OF ANY KIND** — Prohibition includes necklaces, earrings, bracelets, anything hard protruding from head (beads securely fastened are allowed). **Taping not allowed.** Exception: medical alert bracelets may be worn, taped down with medical information visible.
- **HATS** — Exceptions: goalkeepers may wear soft hats for sun purposes. Referee may permit soft hats for warmth.

Pre-game Duties & Activities

Conduct Coin Toss

- Call for captains
- Brief introduction (no lectures)
- The Referee tosses the coin, doesn't matter who calls it
- Winner of the coin toss chooses either **which goal to attack OR to kick off**



UP NEXT

How to Start the Game



Kick-Off

Verify the Correct Number of Players on the Field

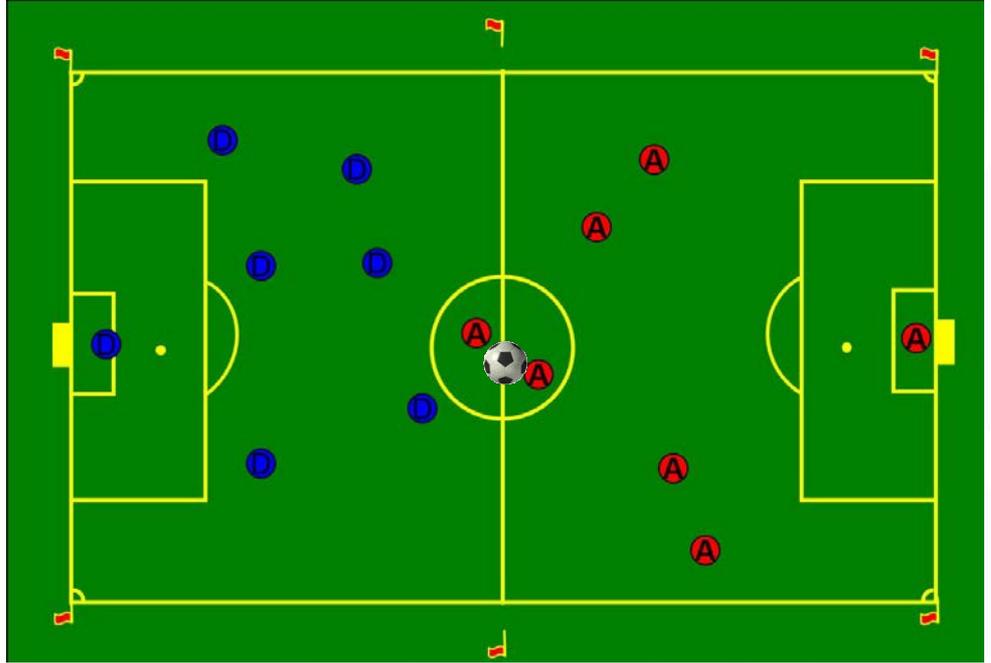
- **For 8U:** Maximum of **six** players on each team (four minimum)
- **For 10U:** Maximum of **seven** players on each team (five minimum)
- **For 12U:** Maximum of **nine** players on each team (six minimum)



Kick-Off

Player Locations

- All players on their own side, except kicker
- Defenders at least 10 yds from ball (8 yds in 10/12U) = outside center circle



Kick-Off

When is a Kick-Off Used

- To Start the Game
- After Goal is Scored
- To Start the Second Half



Kick-Off

Kick-off Procedure

- Ball stationary on center mark
- Referee blows whistle to start play
- Ball in play when **kicked and clearly moves**

Kick-Off

Time-keeping

- Time **officially** starts when the ball has been put into play—when kicked and clearly moves.
- Clock runs continually through each half, including through substitutions and other stoppages.
- Referees have **discretion** to add time for time that is lost through substitutions, time wasting, injuries, etc.

Kick-Off

Time-keeping

Match divided into two equal halves:

- **8U** - 20-minute halves
- **10U** - 25-minute halves
- **12U** - 30-minute halves



UP NEXT

Stopping the Game



STOPPING THE GAME

Two Reasons to Stop Play!

- **Ball Goes Out of Play**
— which includes a goal

Whistle only if needed – players generally know already!

OR

- **Referee Deems it Necessary**
— which includes everything else

Always requires a whistle!

Stopping the Game

BALL'S POSITION determines whether it is in or out of play.

NOT the player's position.



YOU MAKE THE CALL! IN OR OUT?

The lines of the field are part of the area they define:



Either in the air or on the ground

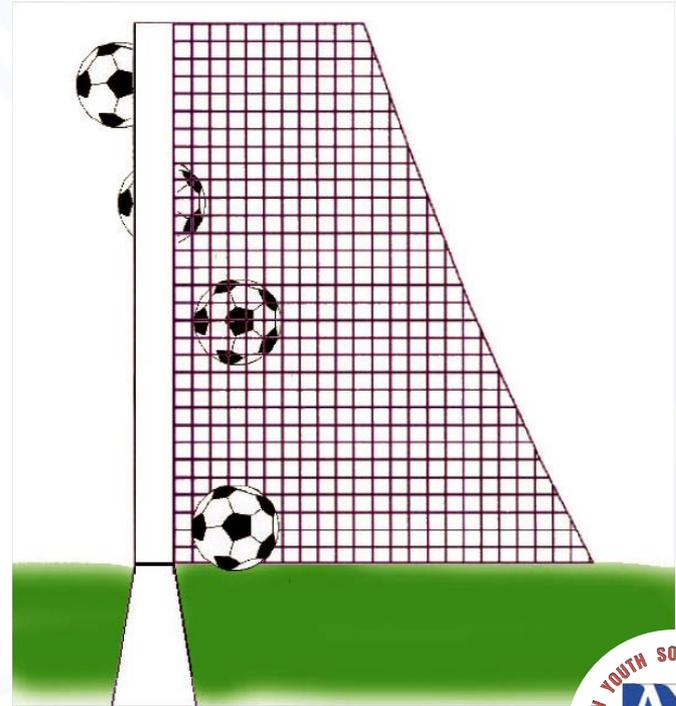
STOPPING THE GAME

Play is stopped when goal scored

What is a Goal?

When whole/entire ball crosses over whole goal line, between goalposts and beneath crossbar.

Does not matter which team put it there.



STOPPING THE GAME

Play stopped when referee deems it necessary

If assistant referee raises flag for an offense, play does not stop until referee blows whistle. Referee and assistant referee may have differing opinions —

The Referee has the Final Decision.



STOPPING THE GAME

Play stopped when referee deems it necessary

Sometimes outside influences make it necessary to stop play.



STOPPING THE GAME

Weather Safety

- **Thunder and Lightning**

“Hear it, fear it; see it, flee it.”

- *If you see lightning or hear thunder, suspend the game until at least 30 minutes has past since the last lightning or thunder is heard.*

- **Very hot days** — Be sure players get adequate water opportunities.

STOPPING THE GAME

Play May be Stopped for Injuries

ANYTIME & IMMEDIATELY!

**In younger players' games,
better to err on side of caution.**

STOPPING THE GAME

Play May be Stopped for Injuries

- Blood on clothing must be neutralized
- Blood on the body must be removed



This is the coach's responsibility.

STOPPING THE GAME

Play May be Stopped for Injuries

**If player is injured and leaves field
(with the referee's permission):**

- Coach can decide if team will play short (less than number normally on field) until player returns to field (with the referee's permission)

OR

- Coach can substitute for injured player.

STOPPING THE GAME

Player Substitutions

Four opportunities for substitutions:

1. Midway through first half
2. Halftime
3. Midway through second half
4. Injury

STOPPING THE GAME

When Time Expires

- Referee blows whistle to end each half
- If ball is out of play when time expires, referee does not need to wait until play resumes to blow whistle





ONLINE MODULE REVIEW!

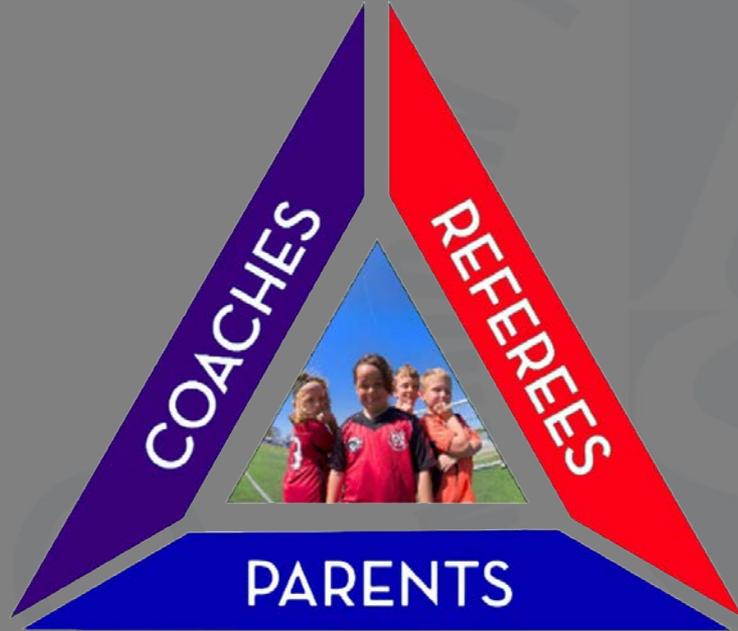


What three words embody the Spirit of the Laws of the Game?

SAFE FAIR FUN



Who are the 3 members of the AYSO Team?



What acronym is used to describe how coaches are to behave with their players?



PIE

What does PIE stand for?

**Positive
Instructional
Encouraging**



True or False

It is not necessary to check the field prior to the start of the match if it is the last game of the day.

False



During the safety inspection of the players, the Referee notices that a player is wearing earrings. She explains that she had her ears pierced the previous day and if she removes the earrings the holes will close.

What should the Referee do?

The Referee should explain to the coach that earrings are not permitted; if the player wishes to play, they must be removed.



When can the Referee stop play for an injury?

Anytime
Immediately



How many substitution opportunities are there in a regulation match?

Four

Can you name these opportunities?

About midway through the 1st half

Halftime

About midway through the 2nd half

Injury



A player is injured and leaves the field (with the Referee's permission). What are the coach's substitution options?

(1) The team can play short until the player returns to the field (with the Referee's permission)...

OR...

(2) A substitute can replace the injured player.



**A player is injured and leaves the field
(with the Referee's permission). The coach
decides to substitute the injured player.
Which player gets credit for the
“quarter”?**

**The player that started
the “quarter.”**



UP NEXT

Offenses / Fouls



Offenses/Fouls

A Foul is an Unsafe or Unfair Act:

- Committed while the ball is in play
- Generally while on the field of play
- Generally against opponents



Offenses/Fouls

Direct free kick (DFK)

Goal can be scored directly from kick against opposing team.

Indirect free kick (IFK)

Ball must touch any other player before a goal can be scored.

These types are named for the way play is restarted

(1) Direct Free Kick Fouls

12 Direct Free Kick Fouls

First 7 must be classified as one of the following:

- **Careless:** Player has shown a lack of attention or consideration when making a challenge. No further discipline is needed other than the foul.
- **Reckless:** Player has acted with complete disregard to, or the consequences of the opponent. (Player Cautioned)
- **Using Excessive Force:** Player has far exceeded the necessary use of force and is in danger of injuring an opponent (Player is Sent Off)



(1) Direct Free Kick Fouls

Fouls for which a direct free kick is awarded (careless, reckless, or excessive force)

1. Kicks **or attempts** to kick an **opponent**
2. Strikes **or attempts** to strike an **opponent**
3. Trips **or attempts** to trip an **opponent**

Even the **attempt** is an offense!



(1) Direct Free Kick Fouls

Fouls for which a direct free kick is awarded

(careless, reckless, or excessive force)

4. Charges an opponent
5. Jumps at an opponent
6. Pushes an opponent
7. Tackles or challenges an opponent



(1) Direct Free Kick Fouls

Fouls for which a direct free kick is awarded

Next five are an offense if they just happen. Referee does not have to decide **careless, reckless, or excessive force**.

8. Holds an opponent
9. Handball offense
10. Impedes an opponent with contact
11. Bites or spits at someone on the team list or match official **(Very Rare)**
12. Throws an object at the ball, opponent or match official, or makes contact with the ball with a held object **(Very Rare)**

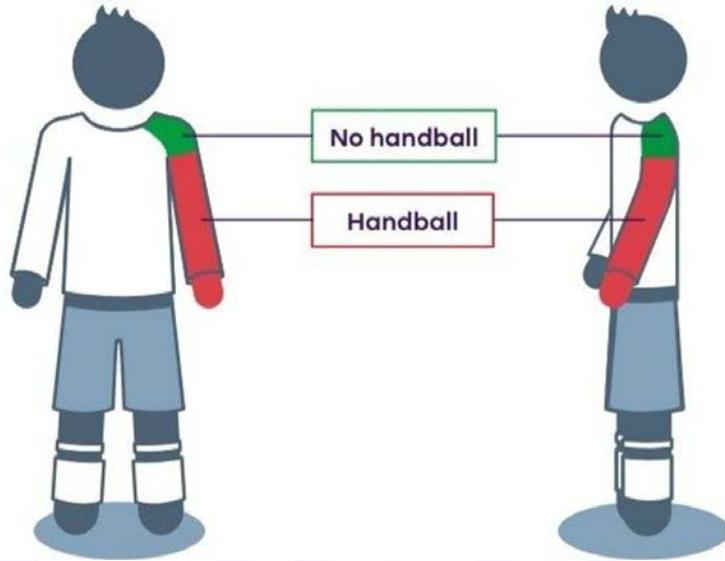


Offenses/Fouls

**Common Offenses in 10U
and younger age groups:**

- **Pushes an opponent**
- **Holds an opponent**
- **Handball offense**
- **Trips an opponent**

Sidebar: Handball Offense



For the purposes of determining handball offenses, **the upper boundary of the arm is in line with the bottom of the armpit.**

Sidebar: Handball Offense

3 Concepts for Handball

- Deliberately touches the ball with their hand/arm
- The hand/arm made their body unnaturally bigger
- Scores in the opponent's goal

Sidebar: Handball Offense

**Deliberately touches the ball
with their hand/arm**

For example, moving the hand/arm towards the ball

Sidebar: Handball Offense

The hand/arm made their body unnaturally bigger

The further the arm is from the body, the increased likelihood that the player made their body unnaturally bigger

Sidebar: Handball Offense

Scores in the opponent's goal

Directly from their attacker's hand/arm, even if accidental

(2) Indirect Free Kick Fouls

Four offenses apply if goalkeeper is in their own penalty area...

1. **UPDATE!** Takes more than **eight seconds** while controlling the ball with their hands, before releasing it from their possession.

Restart is a **Corner Kick** for the opposing team



Don't be too picky with the "eight second" call. "Let's go, Keeper" works very well.

(2) Indirect Free Kick Fouls

When indirect free kick is awarded

If goalkeeper is in own penalty area...

- Touches the ball again with their hands after it has been released from their possession, and has not touched any other player.



(2) Indirect Free Kick Fouls

When indirect free kick is awarded

If goalkeeper is in own penalty area

- Touches the ball with their hands after it has been *deliberately kicked to them* by a *teammate*.



(2) Indirect Free Kick Fouls

When indirect free kick is awarded

If goalkeeper is in own penalty area

4. Touches the ball with their hands after they have received it directly from a throw-in taken by a teammate.



(2) Indirect Free Kick Fouls

An indirect free kick is awarded if a player:

5. Plays in a dangerous manner
6. Impedes the progress of an opponent without contact
7. Is guilty of dissent, using offensive, insulting or abusive language and/or actions or other verbal offenses
8. Prevents the goalkeeper from releasing the ball from their hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it

(2) Indirect Free Kick Fouls

An indirect free kick is awarded if a player:

9. Initiates a deliberate trick for the ball to be passed (including from a free kick or goal kick) to the goalkeeper with the head, chest, knee etc. to circumvent the Law, whether or not the goalkeeper touches the ball with the hands; the goalkeeper is penalized if responsible for initiating the deliberate trick
10. Commits any other offense, not mentioned in the Laws, for which play is stopped to caution or send off a player

(2) Indirect Free Kick Fouls

Most common IDFK foul in 10U and younger age groups

Plays in a Dangerous Manner

Examples:

- A kick high up *when it is dangerous to an opponent.*
- Playing ball from ground *when it unfairly makes it dangerous for opponent to play ball.*





ONLINE MODULE REVIEW!



What are the two types of fouls?

Direct Free Kick Fouls
Indirect Free Kick Fouls



What kind of foul is: Pushing an opponent?

Direct Free Kick Foul



Is this a handling offense?

Red #7 throws his hands up for protection when a ball is coming straight for his face.

No – instinctive protection is not considered deliberate.



What Indirect Free Kick foul is most often seen in 10U games?

Playing in a dangerous manner



UP NEXT

Misconduct



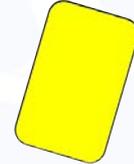
Misconduct

Behavior that is in serious conflict with the spirit of the game and good sportsmanship.

Very rare in the 10U games.

TWO TYPES:

Those resulting in a **Caution**

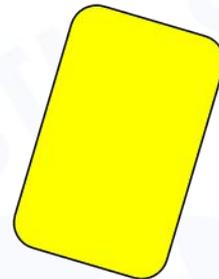


Those resulting in a **Send-Off**



Misconduct

Eight Cautionable Offenses:



1. Delaying the restart of play
2. Dissent by word or action
3. Enters/re-enters/leaves the field of play without permission
4. Fails to respect the required distance on a dropped ball, corner kick, free kick or throw-in
5. Persistent offenses
6. Unsporting behavior (includes Plays in a Reckless Manner)
7. Entering the Referee Review Area (RRA)
8. Excessively using the “review” (TV screen) signal

Misconduct



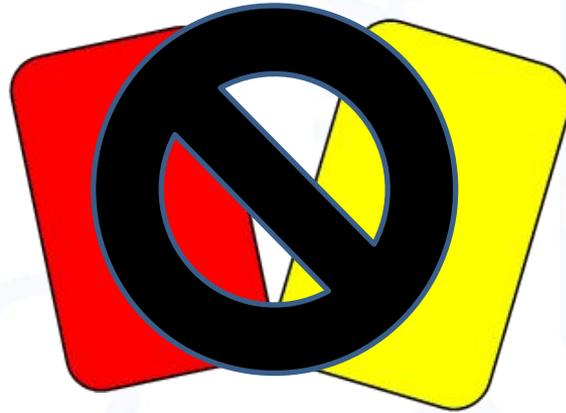
Nine Send-Off Offenses:

1. Denies a goal or obvious goal-scoring opportunity by deliberately handling the ball
2. Denies a goal or obvious goal-scoring opportunity by committing a non-deliberate handball offense outside their own penalty area (Inside: Caution)
3. Denies a goal or obvious goal-scoring opportunity by an offense punishable by a free kick or penalty kick
4. Serious foul play (includes excessive force)
5. Biting or spitting at someone
6. Violent Conduct
7. Offensive/insulting/abusive language or actions
8. Receives a second caution in the same match
9. Entering the video operation room (VOR)

Misconduct

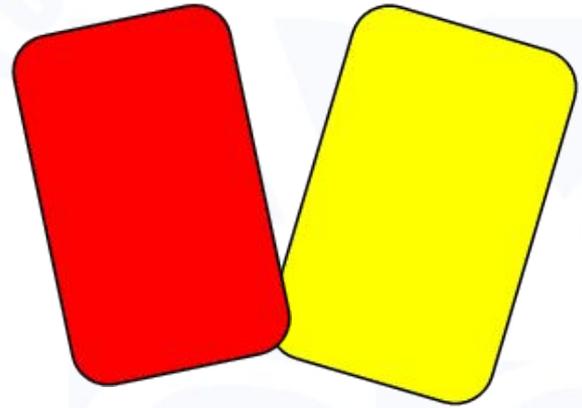
Misconduct is Rare in 9U/10U Games

If it occurs, cards should not be shown.
Involve the coach to speak to the player first
and attempt to address the issue.



Misconduct

Coaches may be warned, cautioned (shown yellow card), or sent-off (shown red card).



Not common in AYSO games

Misconduct

Ask coaches to deal with inappropriate spectators

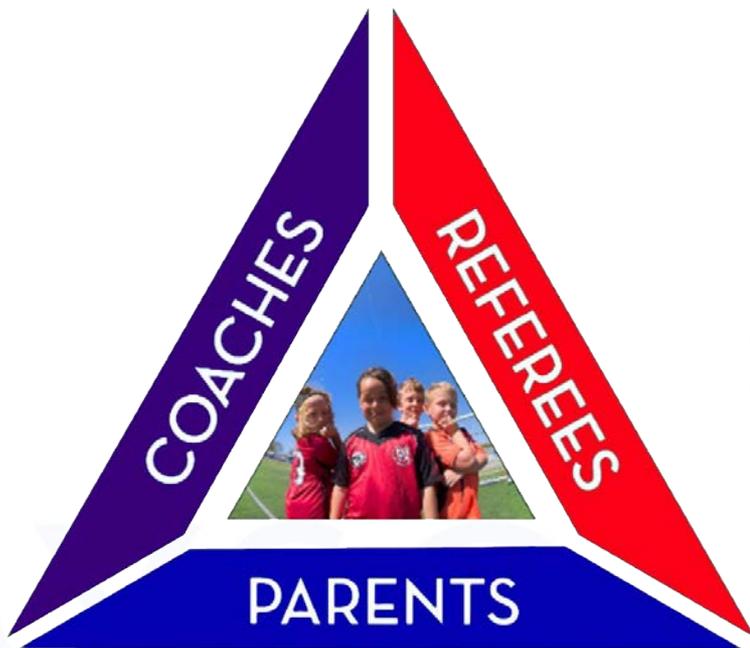
Never show cards to spectators



Never caution or send-off coaches because of spectator behavior

A Key Tool for Game Management

The AYSO Team



- Work together
- Help each other
- Protect each other
- Do our best

UP NEXT

Review Offside

Law 11 - Offside



IS ANYONE IN AN OFFSIDE POSITION?

RED PLAYER IS IN AN OFFSIDE POSITION

What are the three requirements for a player to be in an **offside position**?

- In the opponent's half of the field
- Closer to the opponents' goal line than the ball or...
- Closer to the opponents' goal line than at least two opponents (including goalkeeper)

When is offside position judged?

At the moment the ball is touched or played by a teammate

What are the 3 elements of the OFFSIDE offense?

- Position
- Time of Judgement
- Active Involvement



What are the 3 requirements for a player to be in an OFFSIDE position?

- In opponent's half of field
- Closer to the goal than the 2nd to last defender
- Closer to the goal than the ball



When is the TIME OF JUDGEMENT?

When the ball last touches
or is played by a teammate



What are the 3 ways of ACTIVE INVOLVEMENT?

- **Playing the ball**
- **Interfering with an opponent**
- **Gaining an advantage by being in that position**



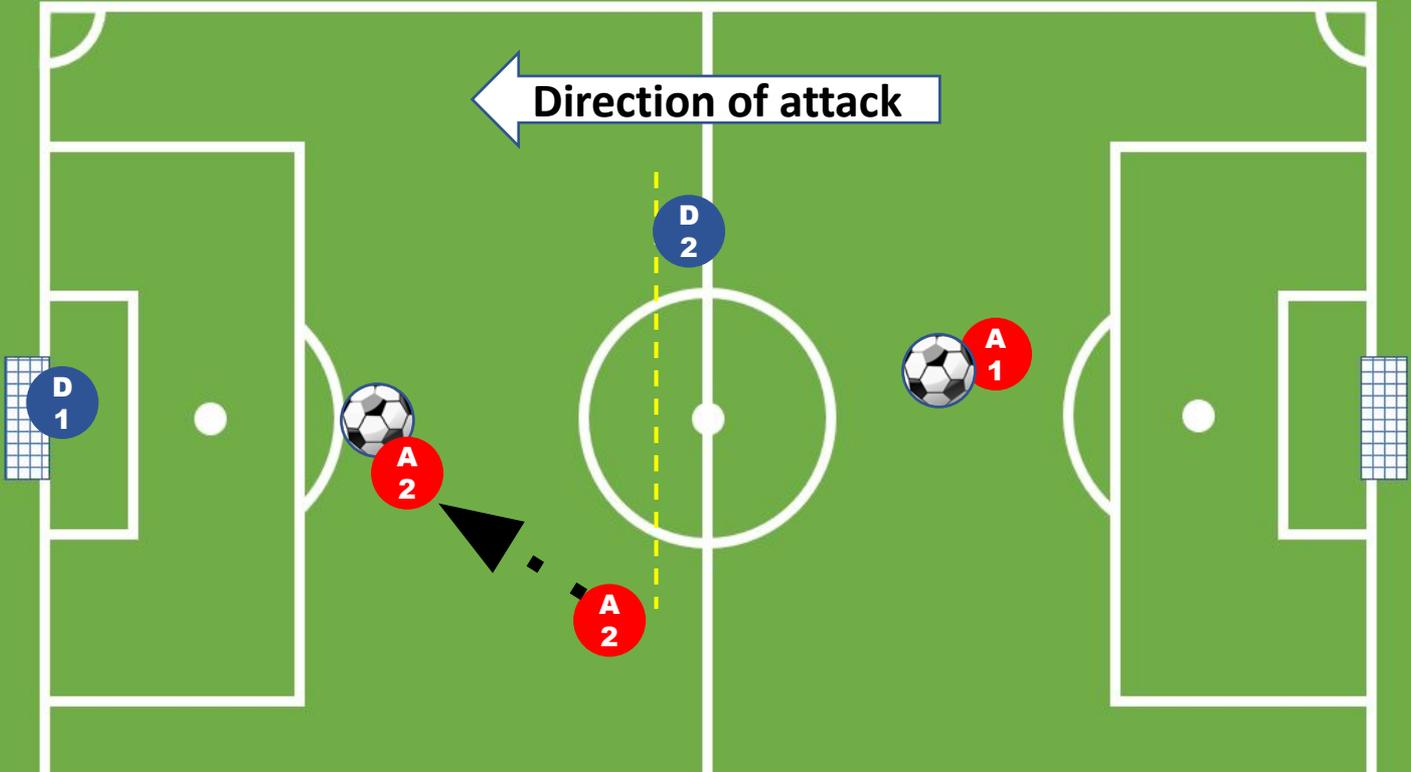
What are the 3 exceptions when it is not an offense for a player in an offside position to receive the ball directly from a teammate?

- Goal Kick
- Corner Kick
- Throw In

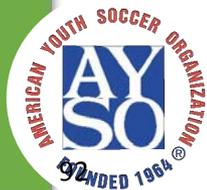


AR

← **Direction of attack**

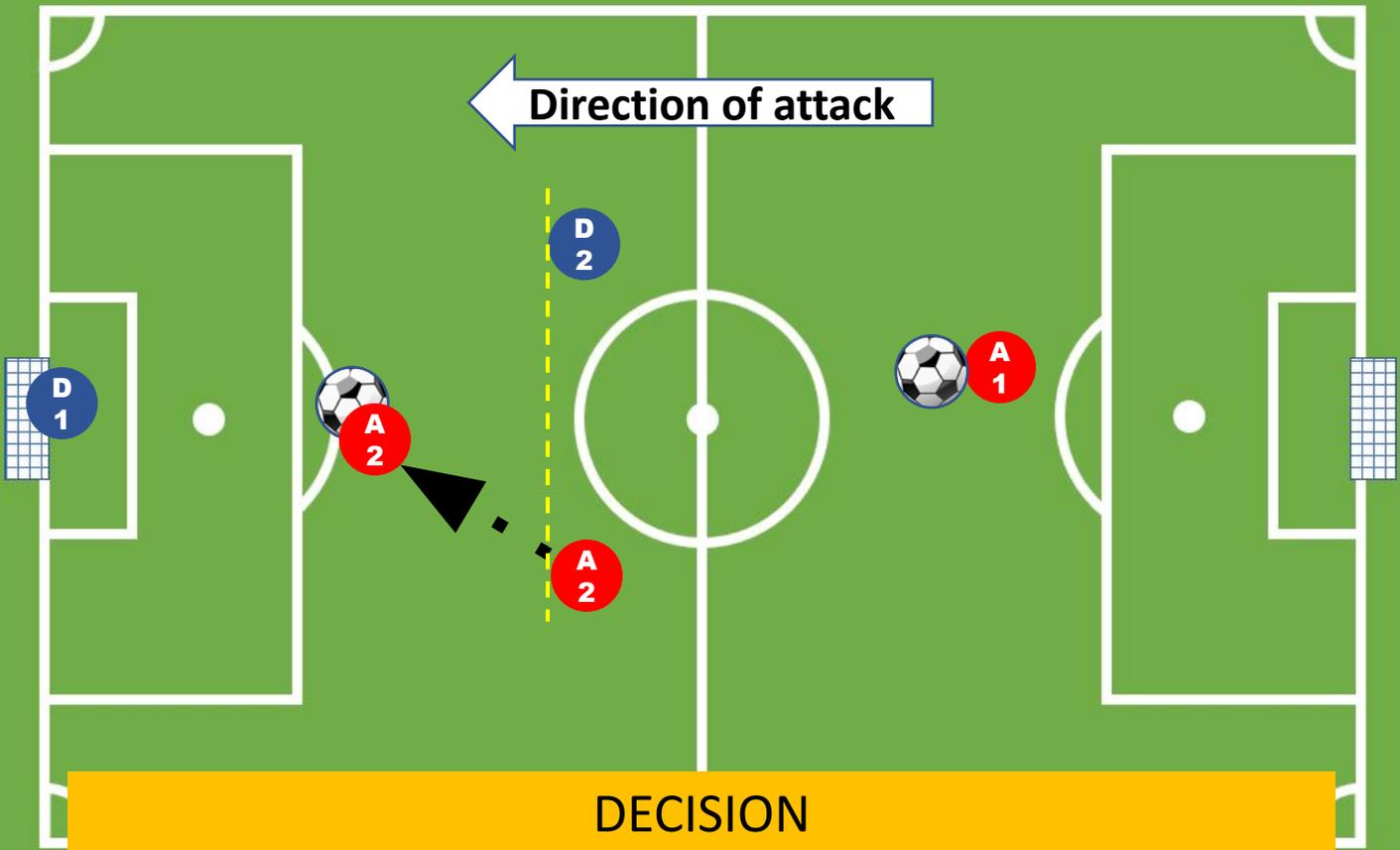


DECISION
Offside offense: Interfering with play (playing the ball)



AR

Direction of attack

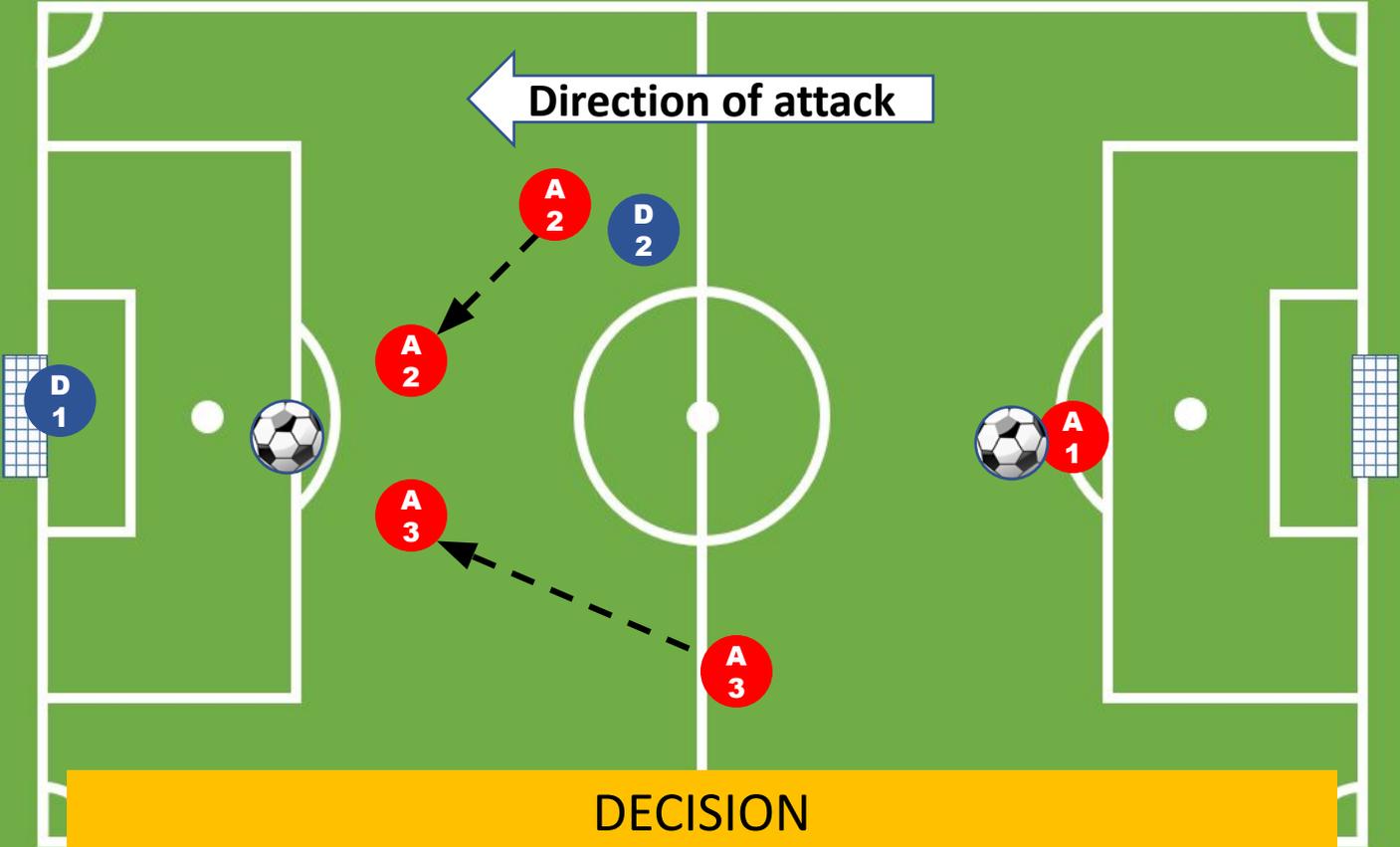


DECISION
NO offside offense

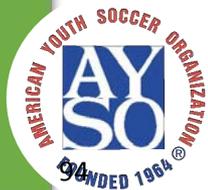


AR

← **Direction of attack**

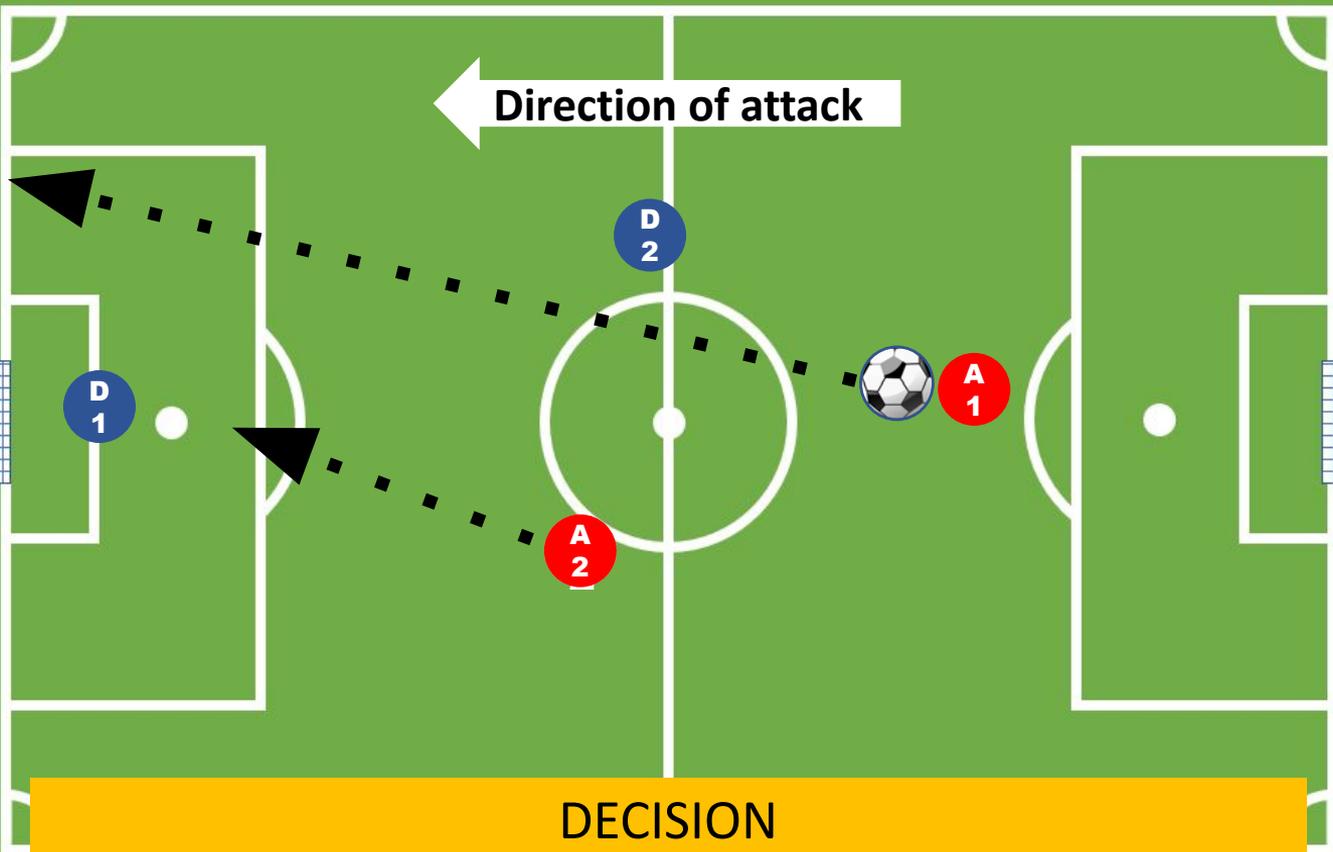


DECISION
Wait and see: who will touch it first?



AR

Direction of attack

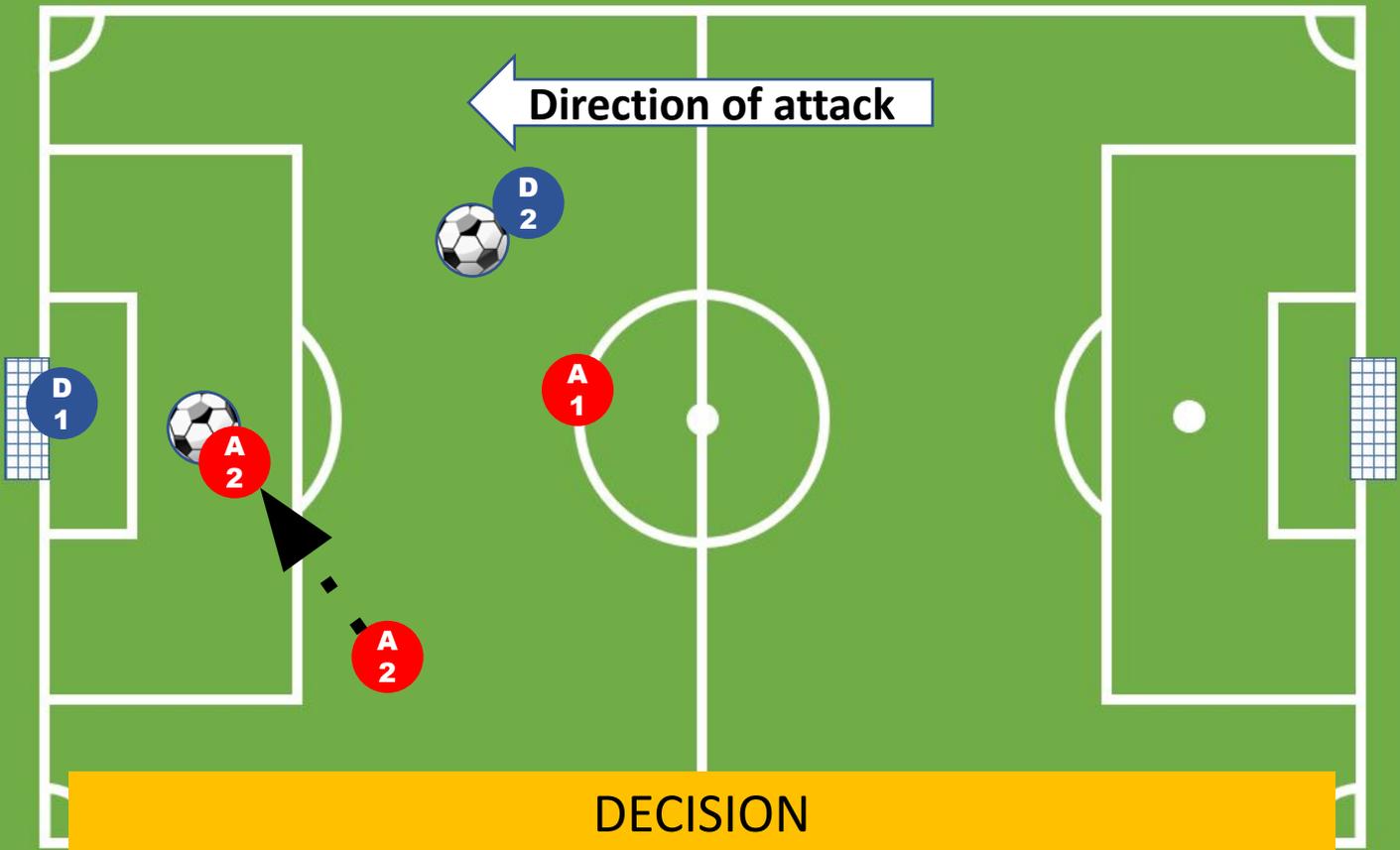


DECISION
NO offside offense. Restart with goal kick.



AR

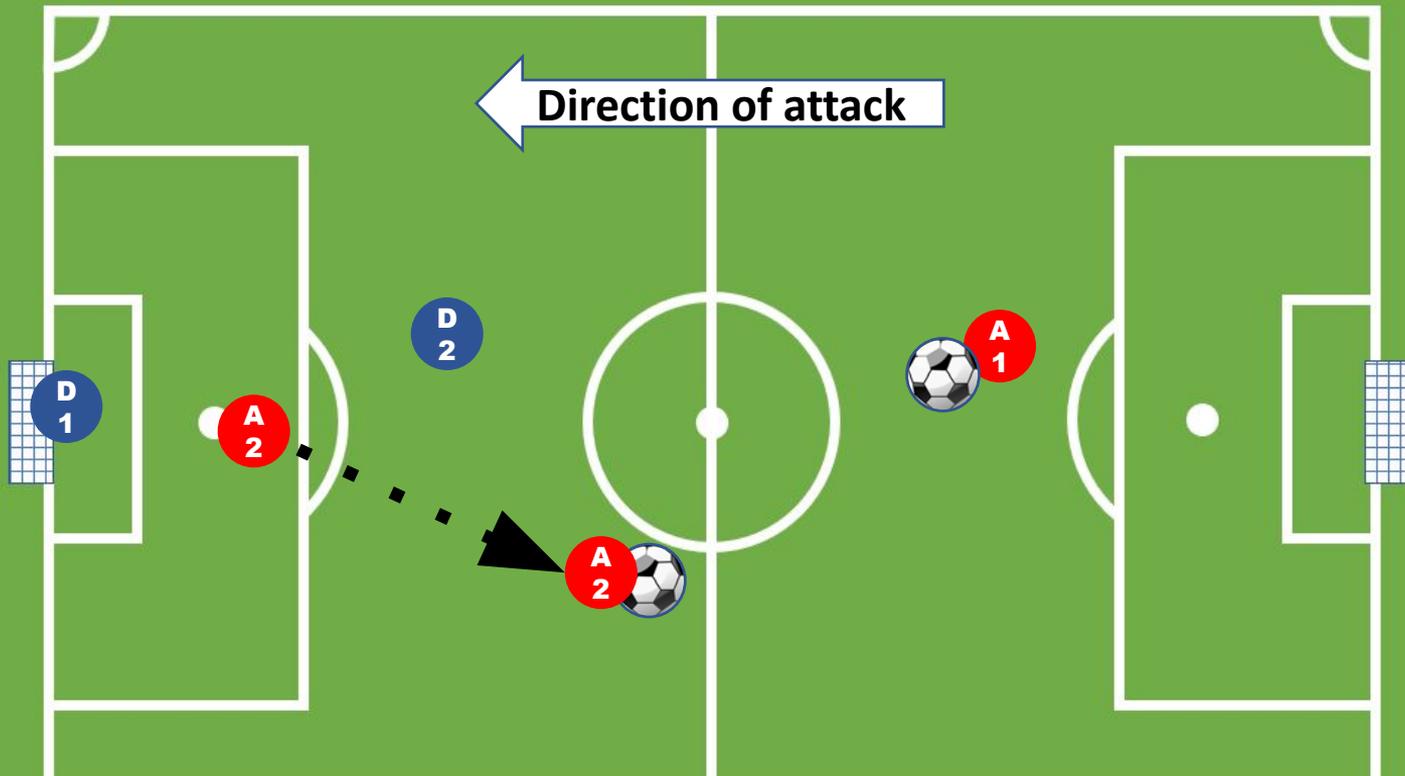
← **Direction of attack**



**DECISION
NO offside offense**



AR



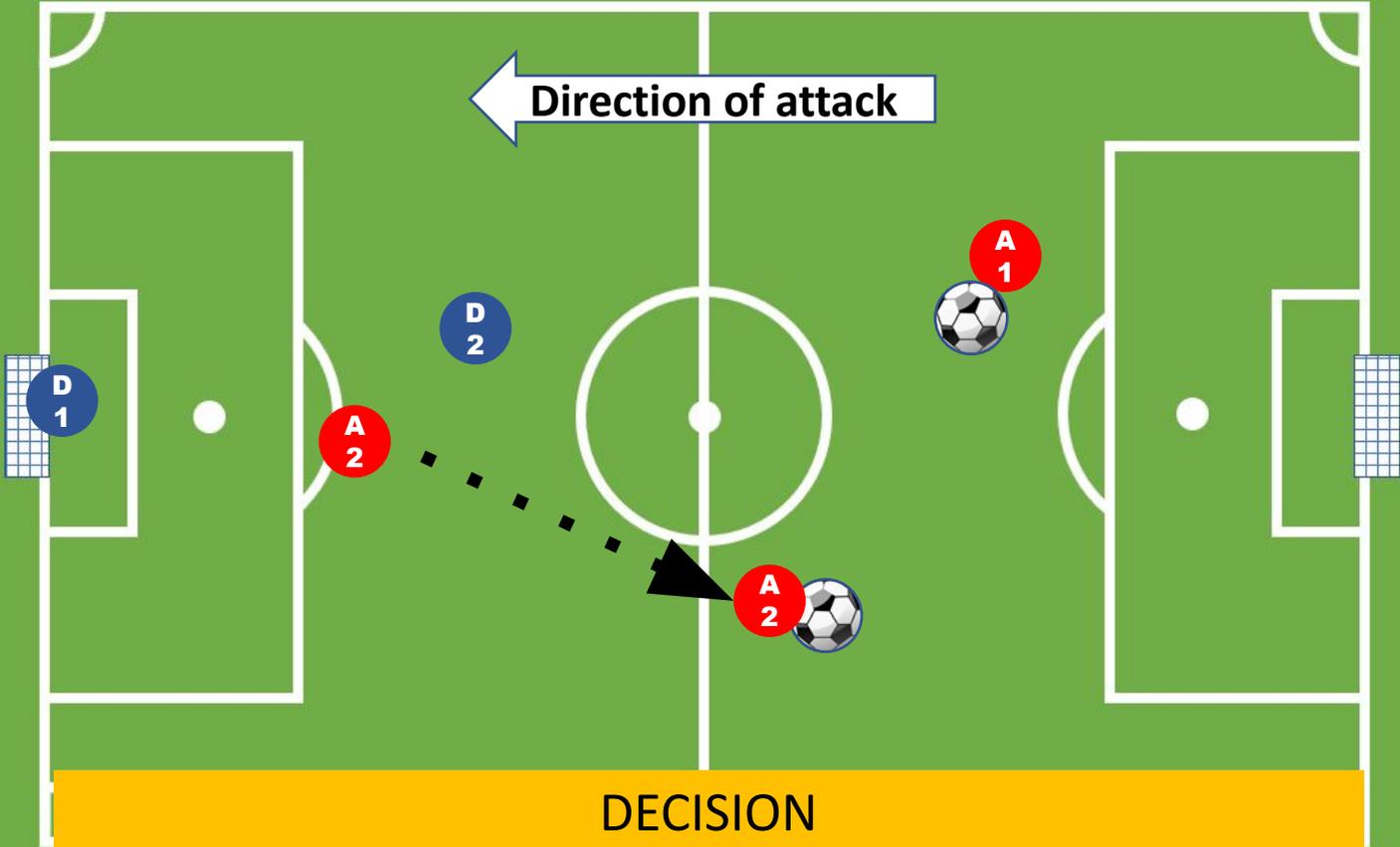
DECISION

Offside offense: Interfering with play (playing the ball)



AR

← **Direction of attack**

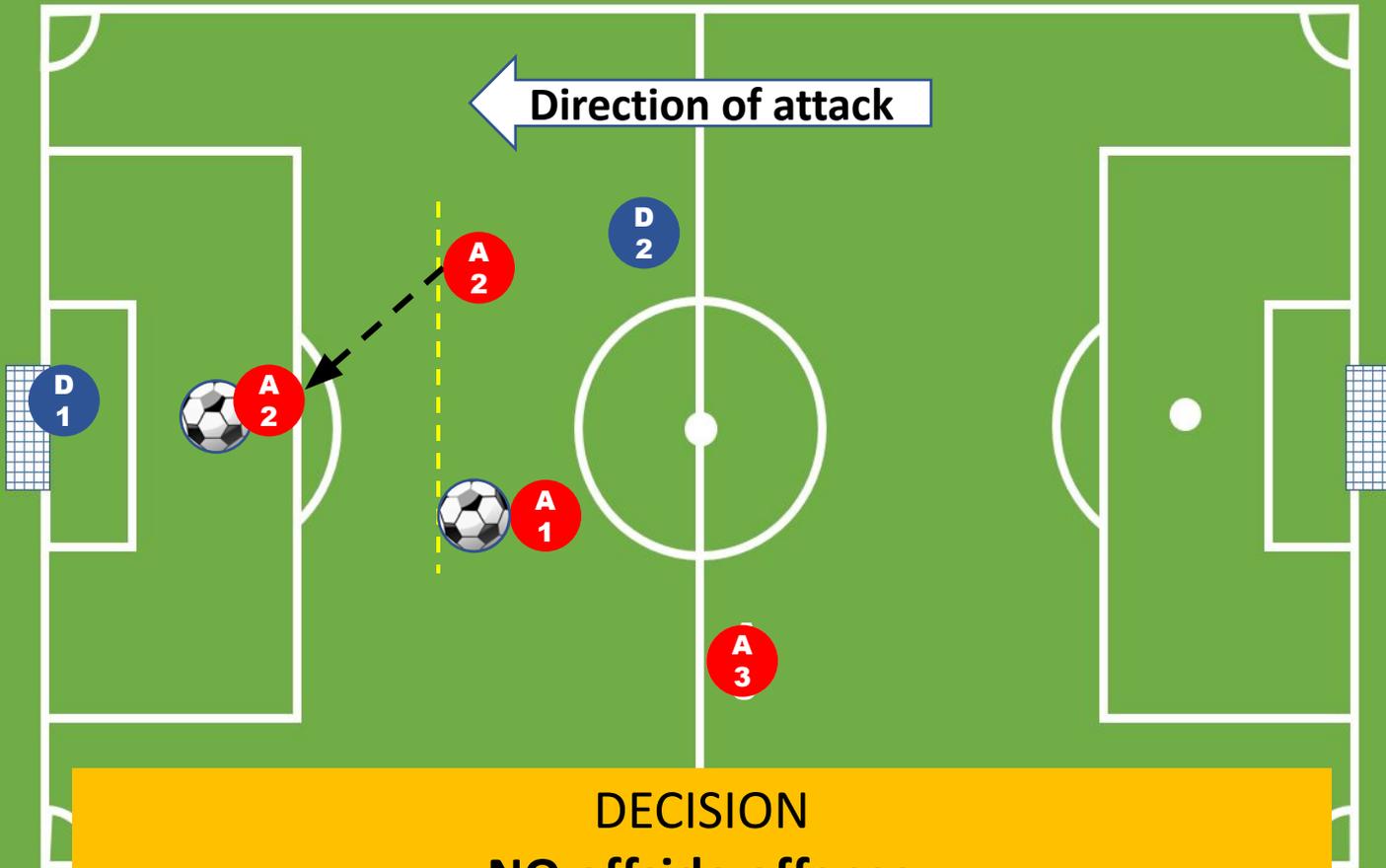


DECISION
Offside offense: Interfering with play (playing the ball)



AR

← **Direction of attack**



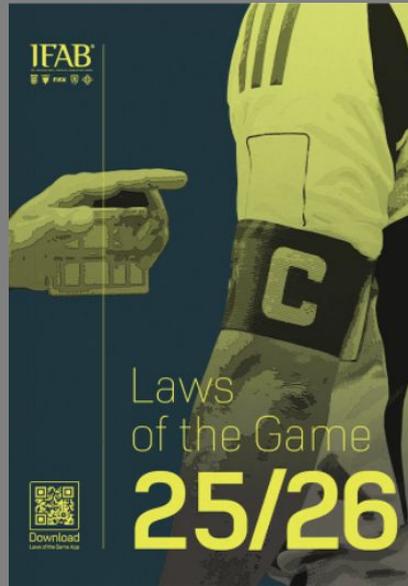
**DECISION
NO offside offense**



Laws of the Game (IFAB)



Laws of the Game
iPhone Edition



Laws of the Game
Android Edition

2025/2026 Laws of the Game
Pages 205-211 Show Common Offside Scenarios

UP NEXT

Player Development Initiative Build Out Line (BOL)



BUILD-OUT LINE (BOL)

BOL in 9U/10U: Purpose / When Used

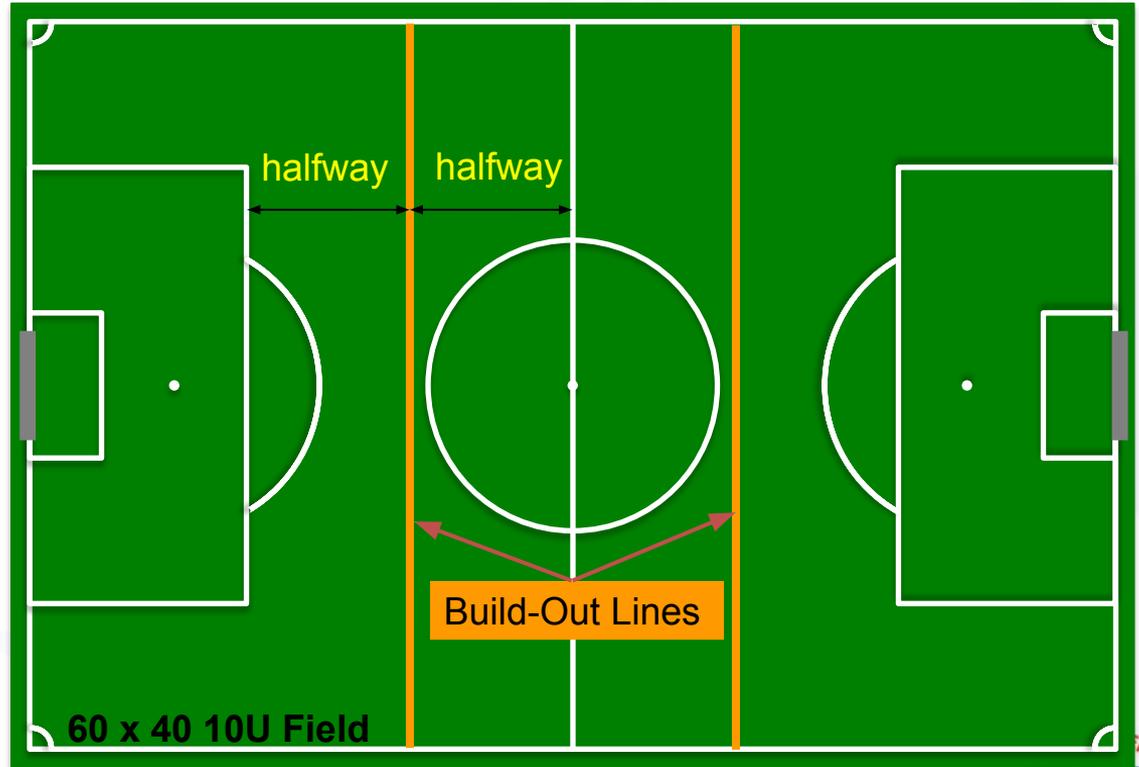
To help promote development of player skills

BOL impacts three situations:

- 1) Goalkeepers putting ball into play after possessing ball in their hands
- 2) Goal Kick Restarts
- 3) Defines the Offside Line

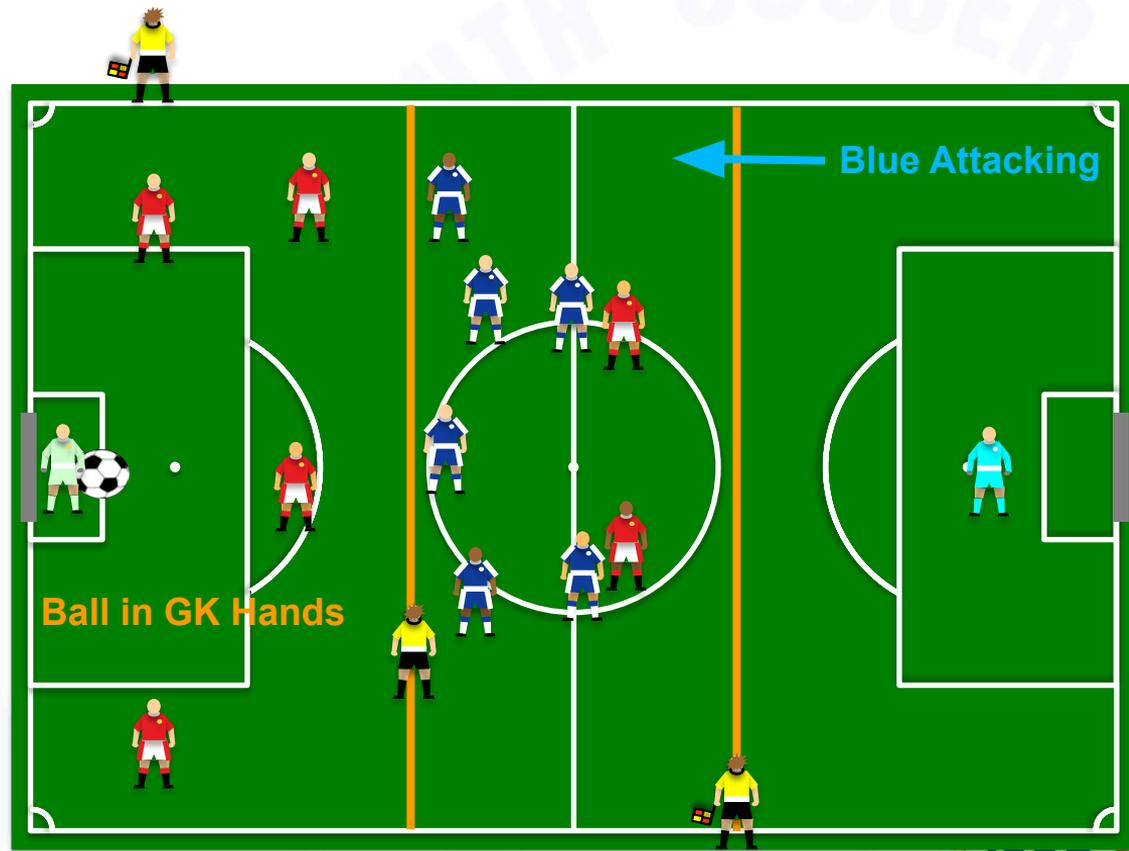
9U–10U Build-Out Line (BOL)

- Runs parallel to the halfway line across the field
- Placed midway between the Penalty Area line & the Halfway line
- Creates a defined space for player positioning



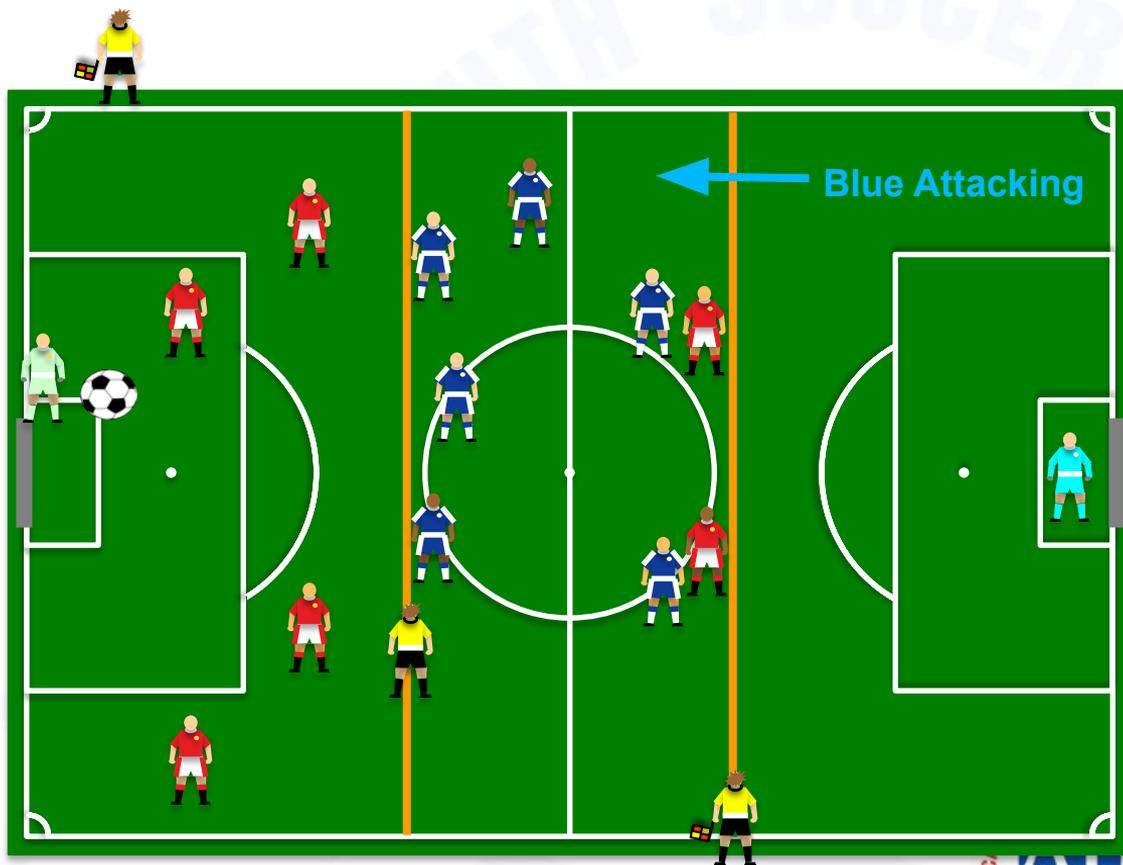
Opponents MUST Move Behind BOL when GK has Possession

- Opponents must retreat behind the BOL
- GK may distribute once opponents have retreated *but does NOT have to wait*
- Ball is in play once it's been released
- After release, normal play resumes
- Encroachment - if necessary - IDFK

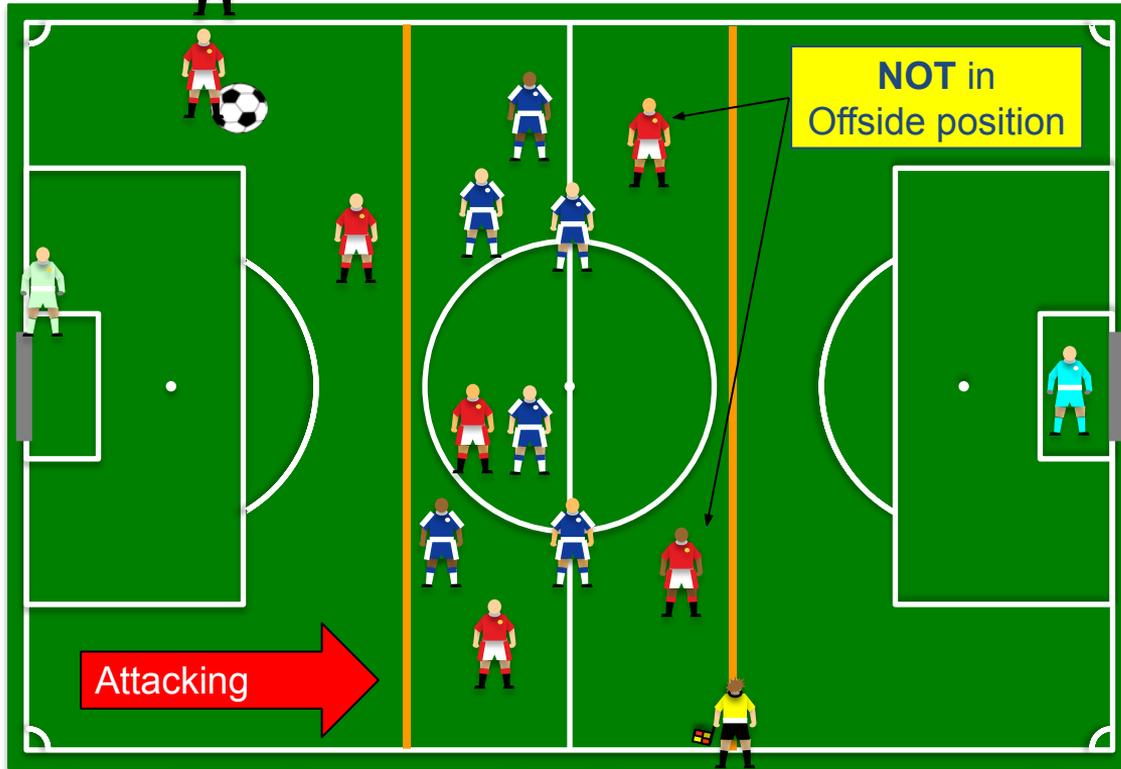


Opponents MUST Move Behind the BOL for Goal Kick

- Opponents must retreat behind the BOL
- GK may perform goal kick after opponents retreat *but does NOT have to wait*
- Ball is in play once it's been kicked
- After release, normal play resumes
- Encroachment - if necessary - IDFK



The BOL Defines Potential Offside Offenses



- Offside is judged using the BOL, not the halfway line
- Attackers can't be penalized for Offside if they are b/w halfway line and the BOL
- Normal Offside laws apply beyond the BOL

The BOL Defines Potential Offside Offenses



PLAYER DEVELOPMENT INITIATIVES (PDI)

9/10U Build-Out Line (BOL)

One-page handout



UP NEXT

Restarting the Game



Restarting the Game

If game has been stopped...

How do we restart play?

Restarting the Game

Overview

Reason for Stoppage	How to Restart
Goal scored	Kick-off
Ball leaves field and was not a goal	Throw-in, goal kick, or corner kick
Foul / technical offense	Direct free kick (or penalty kick) or indirect free kick
Injury or unusual stoppage	Dropped ball

Restarting the Game

Throw-in

- Used when ball passes out of play over touchline
- Taken by **opponents** of team that last **touch**ed ball
- Taken from approximately where ball left field

Restarting the Game

At moment of delivering ball, thrower must:

- Face field of play
- Have part of each foot touching ground either on or behind line
- Use both hands to deliver ball from behind and over head



Restarting the Game

Throw-in

- Ball is in play as soon as released **AND** any portion of it breaks plane of outside edge of touchline.
- Opposing players must be at least 2 yds. from touchline at the point of throw-in. **Can't interfere.**
- Goal may **not** be scored directly from throw-in.



Restarting the Game

**On
field**

Touchline

**Off
field**



Restarting the Game

Are feet location, OK?

Yes

Both feet are
on or behind touchline



Restarting the Game

Goal kick and Corner kick

When the whole ball passes over the goal line and no goal is scored, play is restarted with either:

- A goal kick for the defending team, or
- A corner kick for the attacking team.

Restarting the Game

GOAL KICK

When whole ball passes over goal line, last **touched** by an **attacker** and not a goal, play is restarted with a goal kick for defending team.

Ball is placed anywhere in goal area.

Restarting the Game

GOAL KICK

Players can put ball anywhere within goal area



Restarting the Game

GOAL KICK

Ball is in play when kicked and clearly moves



Restarting the Game

GOAL KICK

- Kicker cannot touch ball a second time until it's touched by any other player
- A goal can be scored directly from goal kick, but only against opposing team
- During goal kick, only members of kicking team can be in the penalty area, and it doesn't matter how many

Restarting the Game

CORNER KICK

When whole ball passes over goal line, last **touched** by a defender and not a goal, play is restarted with a corner kick for attacking team.

Ball placed anywhere within corner area.



Restarting the Game

CORNER KICK

All of these balls are legally placed.



Restarting the Game

CORNER KICK

- Players from opposing team must be 10 yds. from ball (8 yds. in 10U and 12U)
- Ball in play when kicked and clearly moves. Does **not** have to leave corner area
- Kicker cannot move corner flag
- Goal **can** be scored directly from corner kick

Restarting the Game

Signal for a free kick

Referee raises an arm in direction that kicking team is attacking



Restarting the Game

Signal for indirect free kick

- After showing direction, referee holds an arm straight up into the air.
- The arm remains in this position until ball:
 - Touches any other player
 - Goes out of play
 - Clearly will not enter the goal



Restarting the Game

Free Kicks

Kicker may not touch ball a second time until it has touched another player.

This includes kicker taking a penalty kick that ricochets off the crossbar.

If they do, an indirect free kick is awarded to other team.



True for all restarts EXCEPT a dropped ball

In most cases, a free kick (direct and indirect) is:

- **Taken from location of foul**
- **Is in play once is kicked and clearly moves.**

**All opponents must be 10 yards from ball
(8 yards for 10U/12U).**

**But, there are some
exceptions based on
location of foul.**

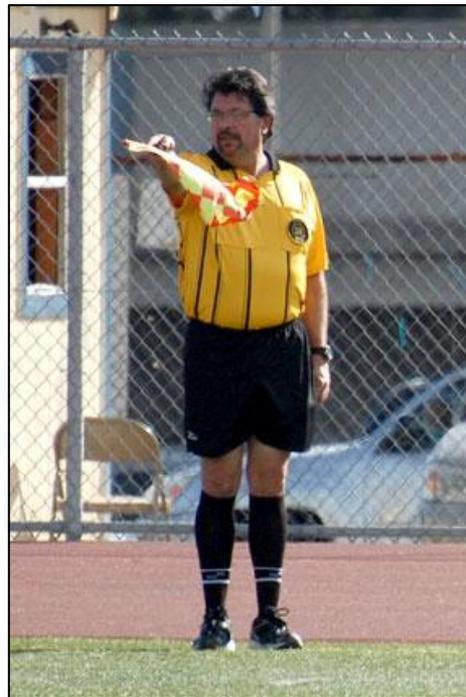
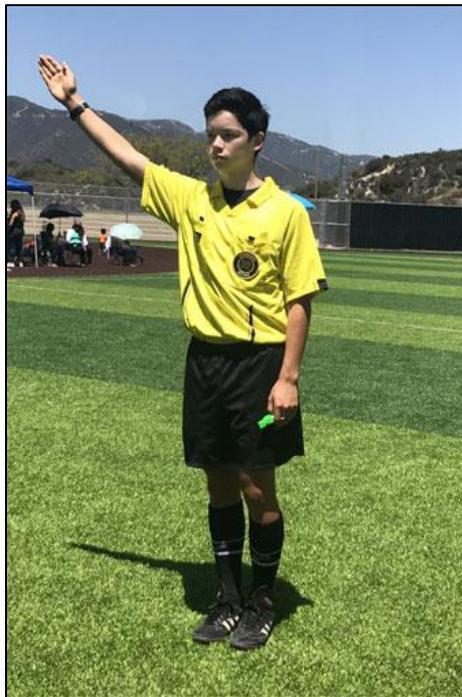


UP NEXT

Referee & Asst. Referee Mechanics



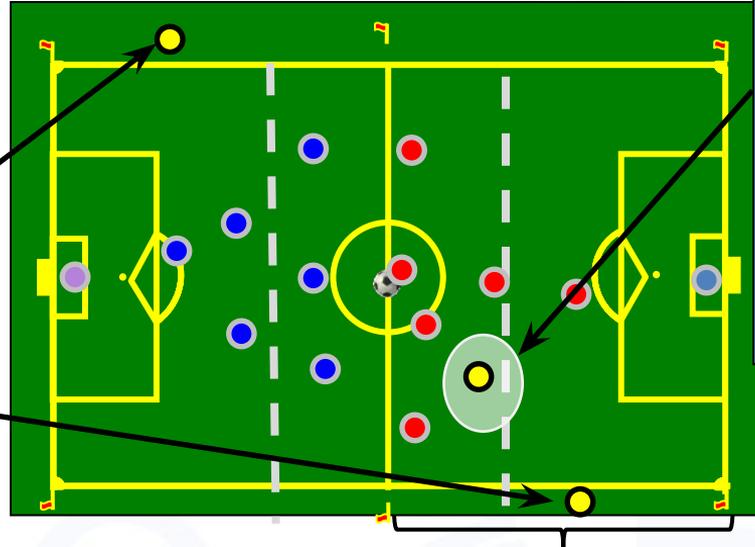
REFEREE & ASST. REFEREE MECHANICS



REFEREE POSITIONING

Starting the game

ARs line up with offside line (2LD, ball, or halfway/build-out line).



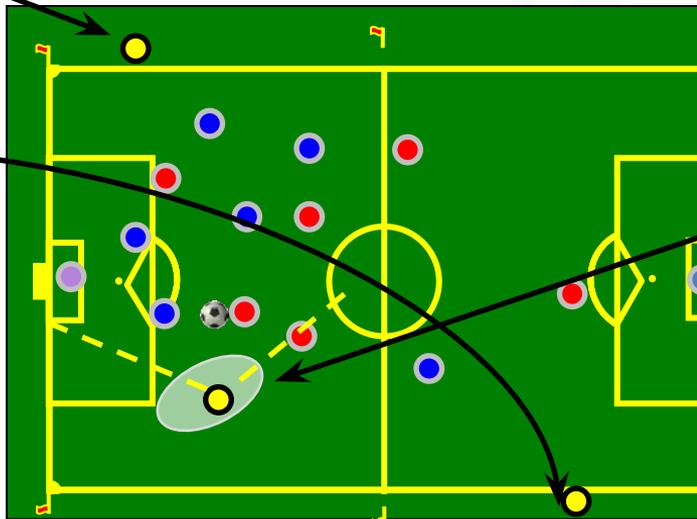
R anticipates play, keeping play between her and the lead AR and staying close but out of the way.

During the game, ARs stay on this part of touchline – because that is *always* where the offside line is.

REFEREE POSITIONING

During the game
(Red has ball and is attacking)

ARs stay with the offside line – here the 2LD.

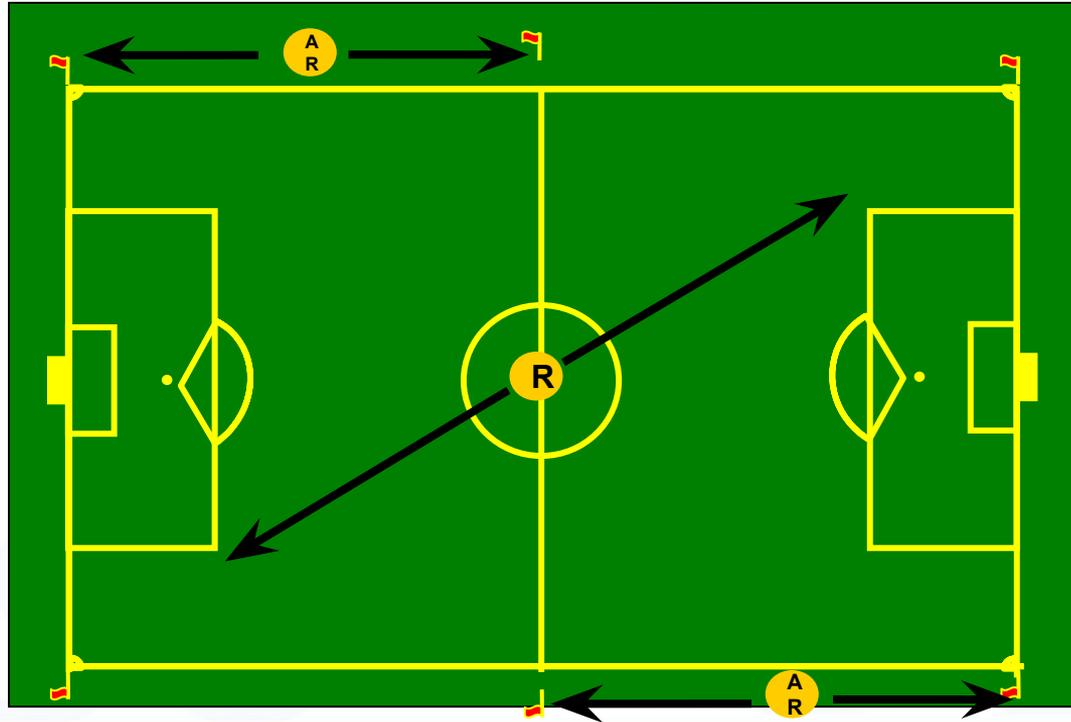


Three goals for the Referee to find the best position:

1. "I can see play and the potential problem areas."
2. "I can see my AR."
3. "I am not occupying space the players need."

REFEREE POSITIONING

Applying the three principles (see play/see AR/out of way) & where the ARs need to be causes the Referee to follow what we call the “Standard Diagonal.”



REFEREE POSITIONING



https://www.youtube.com/watch?v=FMWy_AZg4_I

ASSISTANT REFEREE DUTIES AND SIGNALS

- Indicate ball out of play
(includes a goal scored)
- Indicate which side gets
Throw-in, Goal Kick or Corner Kick
- Indicate when offside infringement
has occurred
- Assist the Referee to control the game.



ASSISTANT REFEREE DUTIES AND SIGNALS

- Should be positioned **even with the second-to-last defender** (*or the ball* – whichever is closest to the goal line) in order to judge offside position accurately.
- Should hold the flag at their side pointing to the ground, except when signaling.
- Should assist the Referee to enforce the Laws of the Game



REFEREE & ASST. REFEREE MECHANICS



Asst. Referee Signals

- Stop play
- Throw-in
- Goal Kick
- Corner Kick
- Foul
- Offside
- Goal

REFEREE & ASST. REFEREE MECHANICS



Stop Play

- The very next signal the AR makes will inform the Referee of the reason.

REFEREE & ASST. REFEREE MECHANICS

THROW-IN



GOAL KICK



CORNER KICK



REFEREE & ASST. REFEREE MECHANICS

FOUL (Flick or wave)



PROPER POSITION TO SEE GOAL



GOAL SCORED



REFEREE & ASST. REFEREE MECHANICS



OFFSIDE
(Far Side)



OFFSIDE
(Middle)



OFFSIDE
(Near Side)

ASSISTANT REFEREE SIGNALS



<https://youtu.be/Hf8pRbPkOP>



POST-GAME DUTIES



Collect the game ball
and return to owner

POST-GAME DUTIES



Supervise team handshakes

POST-GAME DUTIES



The lineup card must be completed and signed by the Referee and Assistant Referees.

Why is this important?

POST-GAME DUTIES

During the game, keep track of substitutes, goalkeepers, injuries, and scoring.

Complete and Add Name to Card

Why is this important?

AYSO Official Line Up

Region **1463** Div **10U** Team # **401**

Team Name: **Blue Diamonds**

Team Colors: **Blue / Purple Trim**

Coach's Name: **Josh Schwarz**

Asst. Coach's Name: **Kellen Coll**

No	Player Names	Goals Scored	Qtrs. Out			
			1	2	3	4
2	Steve Diethelm ©	I	X			
3	Carlos Torres		X		G	G
4	Mauro Guevara	I		X		
5	Jim Simpson		G	X		
6	Ray Nunez				X	
7	Al Prado	I		G	X	
8	Omar-Elkabehi					
9	Carl Doan					X
10	Jaime Bencia		i	i		

GK = Goal Keeper C = Captain A = Alternate Captain
All players on roster must be listed; indicate reason for absence

Date: **9/6/25** Time: **8am** Field: **2**

Halftime Score: **1-0** In Favor of: **401**

Final Score: **3-0** Winning Team: **401**
Losing Team: **402**

Rules and Regulations

** In case of failure to play a regularly scheduled game the offending team shall lose said game by a score of 1 - 0 **

Division	Half not to Exceed	Duration of Game	Ball Size
U16	40 min.	80 min.	5
U14	35 min.	70 min.	5
U12	30 min.	60 min.	4
U10	25 min.	50 min.	4
U8	20 min.	40 min.	3
U6	15 min.	30 min.	3

Rate Sportsmanship Points

Conduct of Players
Conduct of Coaches
Conduct of Spectators

Overall Rating from 1 - 5 pts.

Followed 5 Goal Rule
Courtesy Towards Referees
1 = Negative, 2 = Poor, 3 = Average, 4 = Good, 5 = Excellent

Disciplinary Action Taken: _____

Additional Comments:

Write name legibly!

Referee Name **Kristina Norcross** Team **451**

Asst. Referee Name **Drew Williams** Team **451**

Asst. Referee Name **Alicia Hoskins** Team **451**

** Referee - Report all Red and Yellow Cards **



The ball goes completely over the goal line
(not a goal), last touched by an attacker.
What is the restart?

Goal Kick



The ball goes completely over the goal line
(not a goal), last touched by an defender.
What is the restart?

Corner Kick



TRUE or FALSE

The Assistant Referee should raise the flag to indicate an offside position each time it occurs.

FALSE

It is not an offense to be in an offside position.
It just means that player is momentarily off his team.



The Assistant Referee usually stands even with the Offside Line during play.

Where can the Offside Line be located? (3 Locations)

- The halfway line (*Build-out line in 10U*), or
- The second-to-last defender, or
- The ball,

Whichever is closest to the goal line.



The Assistant Referee ...

- A. Should usually be positioned even with the second-to-last defender in order to judge offside position accurately.
- B. Should hold the flag at their side pointing to the ground, except when signaling.
- C. Should assist the Referee to enforce the Laws of the Game.
- D. All of the above

D. All of the above



What method of communication
by the Referee is most
effective to say to the players,
“Stop playing. I saw a foul.”?

The Whistle



UP NEXT

Referee Abuse Prevention



PROTECTING OUR REFEREES

With referee abuse on the rise for youth and amateur matches, it's time to take a stand.

Referees are essential to soccer, but far too often risk their emotional and physical well-being in service to the game.

Win, lose, or draw, we're in this together.

When you take your anger out on the referee, everybody loses, and the call on the field still stands.

Referee abuse is damaging for everyone involved – and for the future of soccer.

Thank you for doing your part.

Objectives

- Understanding RAP

REFEREE ABUSE PREVENTION

RESPECT THE REFEREES

MIRAFLORES-TEMECHUA REFEREE PROGRAM

Remember! Without refs there's no game

Enjoy the game. Let the refs enjoy it, too!

Support fair play at all times

Protect the Spirit of the Game

Encourage, don't embarrass

Control your emotions

Thank the referees after the match

RED CARD TO REF ABUSE

NEW ABUSE PREVENTION POLICY IS IN EFFECT

 Respecting our referees is more important than ever! Scan the QR code to review important guidelines and help keep the game positive for everyone

What does it mean to us...

- as Referees
You're fully protected under the policy, empowered to report abuse, and backed by escalating sanctions against offenders
- as Coaches
You must lead by example, avoid negative behavior, and are held accountable for any abuse toward referees
- as Region/Area Boards (Leaders)
You're responsible for enforcing the policy, managing reports, and ensuring consistent discipline across your programs.

NON-PHYSICAL OFFENSES of gross misconduct, abuse, and / or assault

NON-PHYSICAL*	MIN. GAMES	TIME
Insulting, Belittling, Insinuating or Taunting Behavior Undermining Referee Authority	2	
Harassment, Intimidation, Retaliation, Abusive, or Threatening (Non Physical) Language	4	
Aggression, Attacking, Derogatory, Cyberbullying, Doxing or Threatening (Physical / Violence) Language	6	6 - 24 Months
Offensive or Discriminatory Act	10	12 - 24 Months

PHYSICAL OFFENSES of gross misconduct, abuse, and / or assault

PHYSICAL*	MIN. GAMES	TIME
Minor or Slight Deliberate Touching	3	1 - 6 Months
Pushing, Grabbing, Pulling, Squeezing, Pinching, Lightly Slapping, Use of Object in Non Striking Manner, or Physical Property Damage	10	6 - 24 Months
Hitting, Punching, Elbowing, Kicking, Biting, Spiting, Choking, Tackling, Throwing or Use of Object or Any Part of Body (Forearm, Knee, Head) in a Striking Manner		12 Months - Lifetime

KEY PENALTY FACTORS

- Single offenses are at **minimum the prescribed game penalty or time penalty** for non red zone offenses
- Penalties can be **both game and time depending on severity** / circumstances
- Second time offenders receive **double punishment**
- Third time offenders receive a **lifetime ban**
- More than one offense at the same time is **at least the punishment for the most serious offense**
- Offenses against minors are automatically subject to a **“minor multiplier” resulting in triple punishment**
- **One offense warning per league** to be managed by states and leagues collaboratively
- Game consequences are **inclusive of 1 game penalty for any red cards given**
- Optionality for **50% penalty for first offense from a minor**

Please follow your current reporting structure – updated reporting procedure will be a part of Phase 3.

REFEREE ABUSE PREVENTION



Understanding RAP

- What is it?
- How does it differ from what we have today?



UP NEXT

Final Reminders



What's Next?

- When am I certified as a Referee?
- When do I receive my uniform?
- How do sign up for games?
- How do I ask for a Mentor?
- Any Additional Questions?

CGI Referee Scheduler AYSO 1463 Murrieta Only

AYSO Region 1463 : Referee Schedule : Search Results Hello, Jaime B

Your search returned 6 matches. Use the forms below to administer these records.

<p>Game 14250010: 14UG Sun Apr 13, 2025 - 9:00 AM Torrey Pines Park - Field 1 Murrieta 14U Girls #2 vs Riverside 14U Girls</p> <p>CR: Jaime Bencia 801 Schwarz <input checked="" type="checkbox"/> M</p> <p>AR: Krista Anderson 553 Noble <input checked="" type="checkbox"/> M</p> <p>AR: Carlos Quintero 456 Miller <input checked="" type="checkbox"/> M</p> <p>M: <input type="text"/> <input type="text"/></p>	<p>Game 10251002: 10UGS Sun Apr 13, 2025 - 11:00 AM Torrey Pines Park - Field 2 Murrieta 10U Girls vs Riverside 10U Girls</p> <p>CR: Carl Doan 401 Doan <input checked="" type="checkbox"/></p> <p>AR: Jaime Bencia 801 Schwarz <input checked="" type="checkbox"/></p> <p>AR: Jim Simpson 452 Huerta <input checked="" type="checkbox"/></p>
<p>Game 14250002: 14UB Sun Apr 13, 2025 - 1:00 PM Torrey Pines Park - Field 1 Murrieta 14U Boys #2 vs Riverside 14U Boys #1</p> <p>CR: Cameron Bijan Murrieta Bijan <input checked="" type="checkbox"/> M</p> <p>AR: Jaime Bencia 801 Schwarz <input checked="" type="checkbox"/> M</p> <p>AR: Mauro Guevara 452 Huerta <input checked="" type="checkbox"/> M</p> <p>M: <input type="text"/> <input type="text"/></p>	<p>Game 14250001: 14UB Sun Apr 13, 2025 - 3:00 PM Torrey Pines Park - Field 1 Murrieta 14U Boys #1 vs French Valley 14U Boys</p> <p>CR: Cameron Bijan Murrieta Bijan <input checked="" type="checkbox"/> M</p> <p>AR: Carl Doan 401 Doan <input checked="" type="checkbox"/> M</p> <p>AR: Leanne Boneste 852 Neilson <input checked="" type="checkbox"/> M</p> <p>M: <input type="text"/> <input type="text"/></p>

[Save Changes](#) [Reset Form](#)

Thank You for Attending!



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