

Westport Blackshirts

Chris Good

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Referee (14 years)

Mentor and State Instructor (11 years)

Coach (6 years)

Former player (40 years)

Fan of the beautiful game (forever)



IMPORTANT

- 1) Contact Kathleen Galley for an assignr.com account & payment setup: kwgalley@gmail.com
- 2) Always let her know if you cannot make your game.



What do great referees have in common?

Knowledge –
LotG & ROC

Professional

Fit

Reliable

Player Management

SAFETY

COACHABLE

Experienced

Respectful

Positioning

Humble

Focused

Consistent

Confident

IMPORTANT COVID SAFETY FOR REFEREES -- MUST READ!

Safety Highlights for Spring 2022:

- If you feel sick, please stay home and get better.
- **Masks are not required outdoors for players, coaches or spectators.**
- Social distance when possible.
- Refs can use a mouth whistle. Electronic whistle is optional
- Spitting is automatic YELLOW card, 2nd time = Red Card.
- If a Referee feels ill after a match, or has a positive Covid-19 test, it is MANDATORY to report that to Kathleen.

WSA BLACKSHIRT REFEREE UNIFORM

Dress for success. Look professional. Gain respect. Enjoy the game!

WSA Referee Black T-shirt with logo

Purchase at **ASF Sports & Outdoor** 1560 Post Rd East in Westport, ph: 203-255-4460

Black Shorts: we recommend with pockets.

Black Soccer Socks: must go up to the knee

Black Sneakers or any color cleats

Flag Set: yellow/red

Whistle: we recommend buying 2 just in case one get lost.

WRIST Watch: with timer/chronometer or count-down function. NO smart phones as timers.

No devices dangling around the neck.

Red/Yellow Cards: only for those working as center referee for 5th grade or higher

Score Cards: for those working 5th grade or higher



A Few More Things:

- Referee Jersey/T-shirt MUST be worn as the outside layer so everyone can see who is commanding the game.
(No jackets over jersey.)
- Dress for the weather: layers, leggings, hat, gloves as needed
- Cell phone: If a Ref issues a red card, Ref takes pictures of both rosters to file with report.

REFEREE Pre-Game Checklist: (arrive at least 15 minutes before K.O.)

- Ensure the goals are secure with sandbags for 3/4th gr and up (2nd gr no sandbags needed)
- Place corner flags as needed, check field and goal nets for safety issues.
- Introduce yourself to the coaches; review substitution rules; confirm home team.
- Introduce yourself to your ref crew; review flag & hand signals; answer any questions.

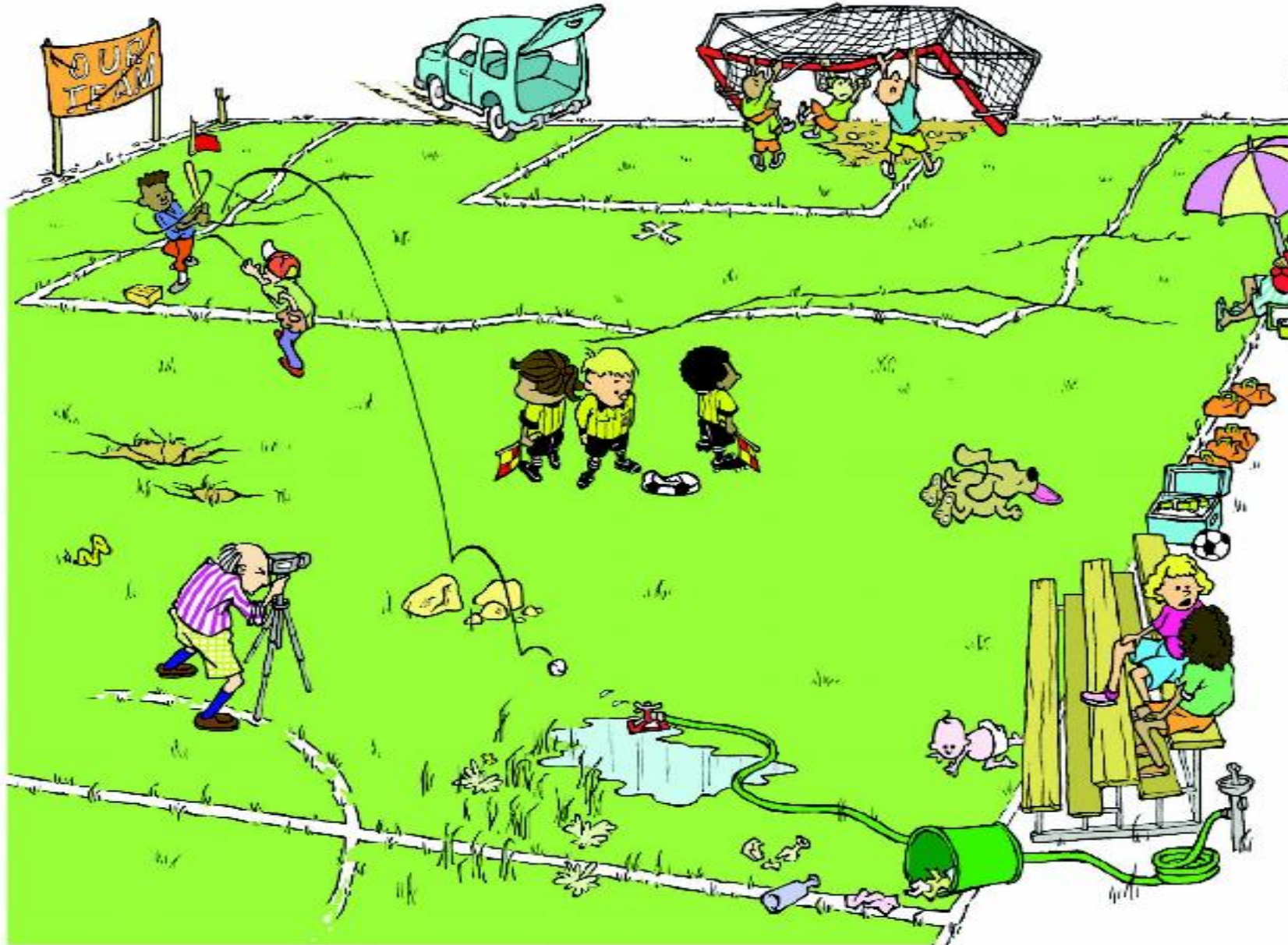
YES Pre-game check-in

- Head Coach/Manager will hand Ref the team roster.
- **REFEREES MUST ENSURE ALL PLAYERS ARE FULLY EQUIPED. LINE UP PLAYERS SIDE BY SIDE & HAVE THEM SHOW YOU THEY ARE WEARING SHIN GUARDS INSIDE SOCKS, PROPER JERSEYS & FOOTWEAR & NO JEWELRY.****

******(US Youth Soccer follows FIFA Law #4 which states no jewelry, no exceptions. Coaches should know this.

Players who do not remove jewelry need to sit on the bench. Earrings can be taken out and put back in after the game.

Inspecting the field before the game

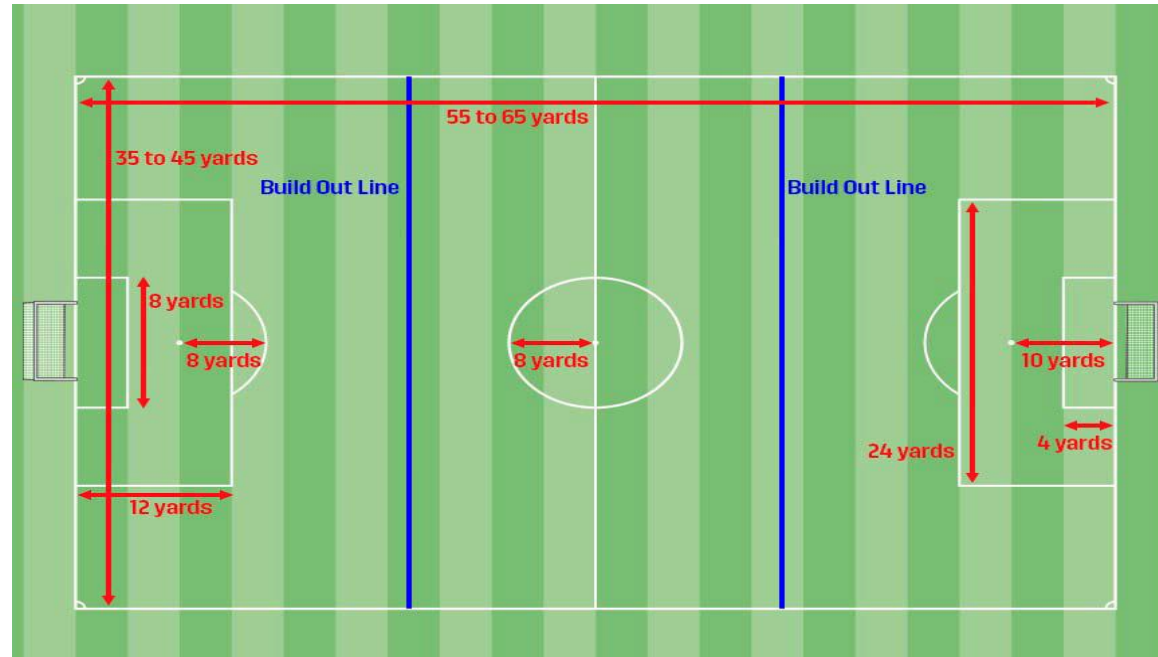


2nd GRADE - 5v5 players Game length: 4 x 15 minutes – (up to 2min breaks & 5 min halftime)

- **NO Jewelry** – (no earrings, necklace, rings, etc. NO EXCEPTIONS)
- NO goalies
- NO offside
- NO heading
- NO coaches on the field, must stay behind sideline
- NO penalty kicks
- NO slide tackles
- NO throw-ins
- NO corner kick
- YES goal kick
- YES substitutions anytime (just like hockey)

3/4th GRADE – 7 v 7 – Game length: 2 x 25 minutes

- All laws of the game apply except for **liberal offside calls** – i.e., blatant or goal scored
- NO slide tackles (any repeat offender should be benched)
- NO jewelry
- NO coaches on the field, must stay behind sideline
- **OFFSIDE when using BUILD OUT LINE**
- A player will **not** be deemed in an offside position until they cross the BUILD OUT LINE to place themselves between that line and the goal line. In other words, the offside rules move from the HALFWAY LINE to the BUILD OUT LINE. ARs and lines-people will no longer need to run to the HALFWAY LINE. They will be able to stop at the BUILD OUT LINE.
- For Build Out Line info, Google search for 7v7 build out line rules or Player Development Initiatives, US Soccer.



5/6th GRADE – 9 v 9 – Game length: 2 x 30 minutes

- All laws of the game apply
- YES offside calls should be made
- YES yellow or red card can be given if incident warrants
- NO slide tackles (any repeat offender should be benched)
- NO jewelry
- NO coaches on the field, must stay behind sideline

7/8th GRADE – 11 v 11 Game length: 2 x 40 minutes

- All laws of the game apply

When is a Whistle Required?

It Always Stops Play!!!

- Kick-off
- Penalty kick
- Foul (if no advantage played)
- Misconduct (if no advantage played)
- Injury evaluation
- Suspension or termination of game
- End of period play



More Whistles...

- Substitutions: to restart play
- Cards for misconduct: Yellow and Red
- Need to talk with player or coach
- There is confusion if the ball went out of play
- Enforce minimum required distance: ceremonial restart with a whistle
- Never used with dropped ball
- Not needed for most restarts (after fouls, ball out of play)

Referee Signals

Kick Off and Throw Ins

Always hold arm straight.

When signaling keep the whistle in the non-pointing hand...

Kickoff -> Parallel to the ground in the direction of the kick off.

Kick-In -> Point up at 45 degrees in the direction of the throw.



Kick Off



Throw in

DFK and IFK

Always hold arm straight.

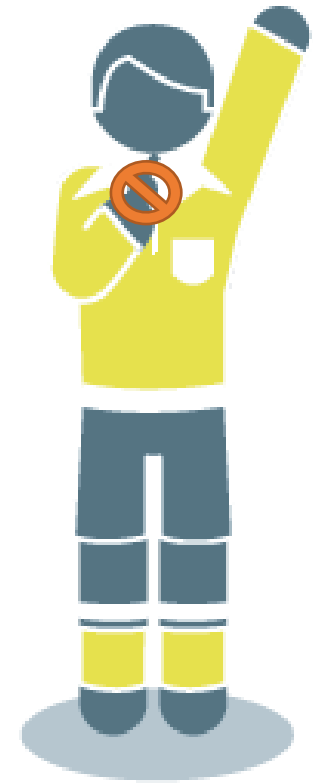
When signaling keep the whistle in the non-pointing hand...

DFK -> parallel to the ground

IFK -> point direction then straight up until hits 2nd player or obvious no goal will be scored



Direct free kick



Indirect free kick

Goal Kick and Corner Kick

Always hold arm straight.

When signaling keep the whistle in the non-pointing hand...

Goal Kick -> Point down at 45 degrees towards the goal area.

Corner -> Point up at 45 degrees towards the corner.



Goal kick



Corner kick

Penalty Kick

Always hold arm straight.

When signaling keep the whistle in the non-pointing hand...

Penalty Kick -> Point down at 45 degrees towards the penalty spot and walk to spot.

No need to run to the penalty spot, but approach it with authority.



Penalty kick

Cards

Always hold arm straight.

When signaling keep the whistle in the non-pointing hand...

***Misconduct** -> Point straight up.
Never at the face of the player. Keep the player at more than an arm's length.*

4 things in Black Book:

Team

Number

Time

Reason



Red and Yellow card



Red and Yellow card

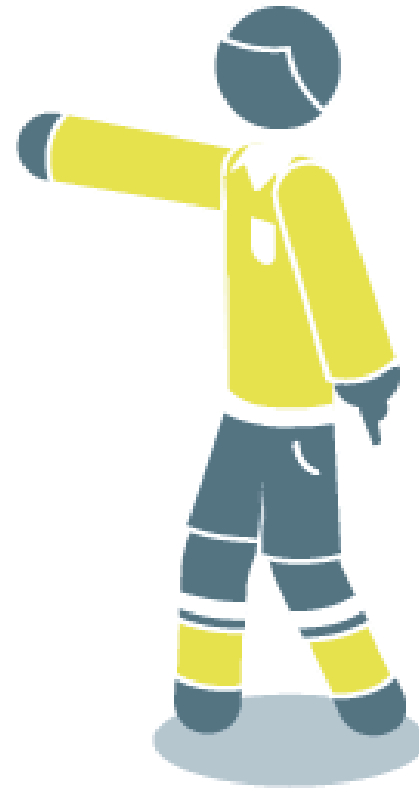
Advantage: one or two arms

Always hold arm straight.

When signaling a one-arm advantage, keep the whistle in the non-pointing hand...

Advantage -> Point up at 45 degrees towards the direction of play.

Yell: Play On!



Advantage (1)

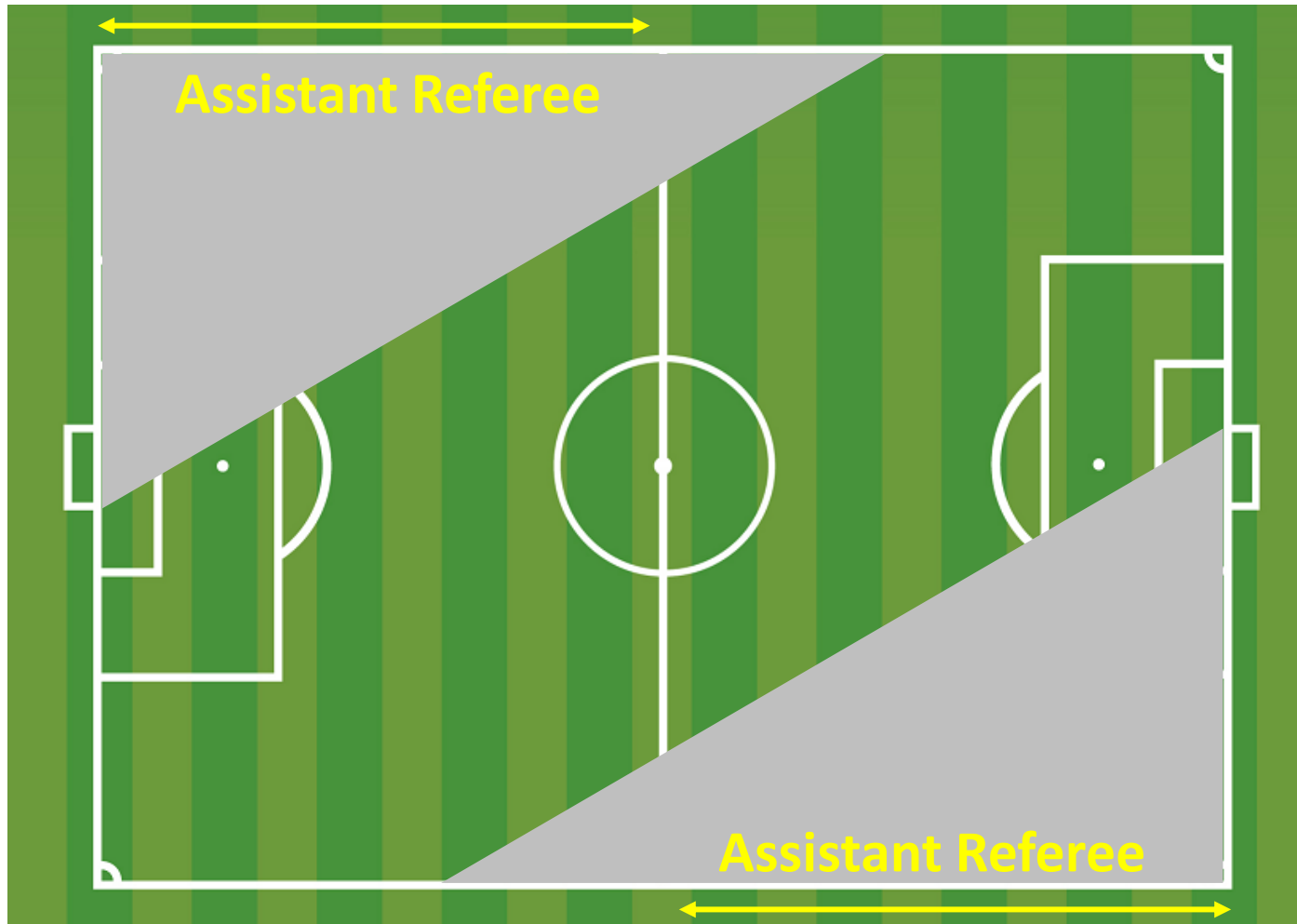


Advantage (2)

Assistant Referee Signals

These assist the Referee

Assistant Referee POSITIONING AND AREA OF FOCUS: NOTE NO BUILD OUT LINE ON THIS DIAGRAM

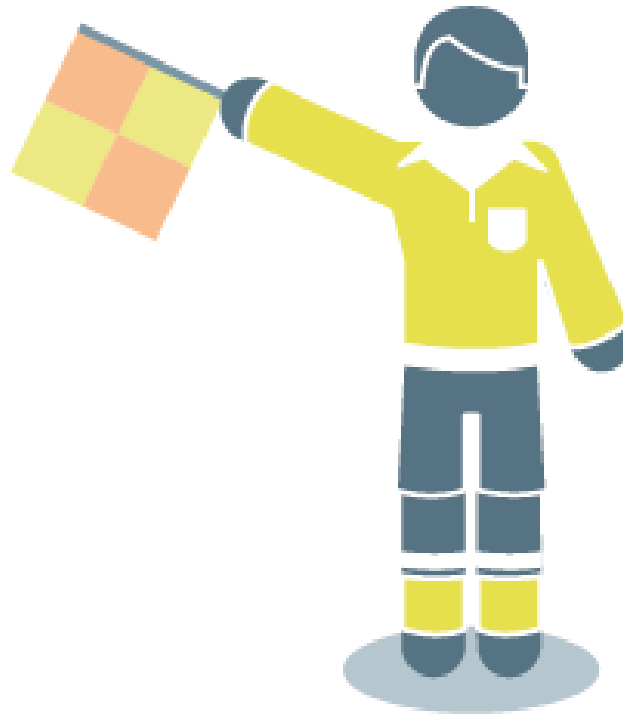


Throw In

Stand Still

Always hold arms straight

*Throw-in -> Make eye contact with Referee, switch hand holding flag **before** you lift your arm, lift flag at a 45 degree angle in the hand of the restart direction. The flag should be an extension of your index finger*



Throw-in for **attacker**



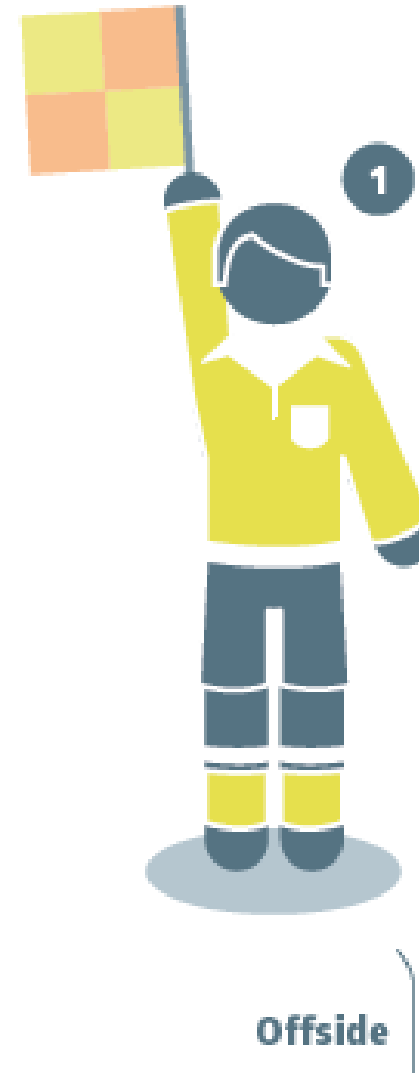
Throw-in for **defender**

Offside: Part 1

Stand Still

Always hold arms straight

*Off side -> Make eye contact with Referee, switch hand holding flag **before** you lift your arm, lift flag straight up in the hand of the restart direction.*



Offside: Part 2

Stand Still

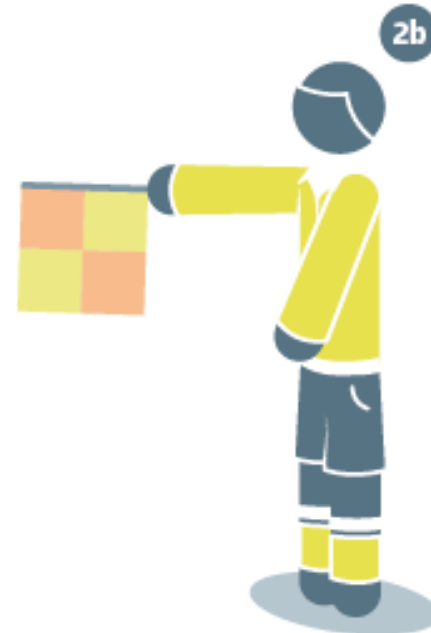
Always hold arms straight.

Wait for the Referee approval, then point to the point on the field where the offense occurred: Near, Middle, Far Side

Off side -> The flag should be the extension of your index finger



Offside on the
near side of the field



Offside in the
middle of the field



Offside on the
far side of the field

Corner Kick and Goal Kick

Always hold arms straight.

Corner kicks -> Run to the corner

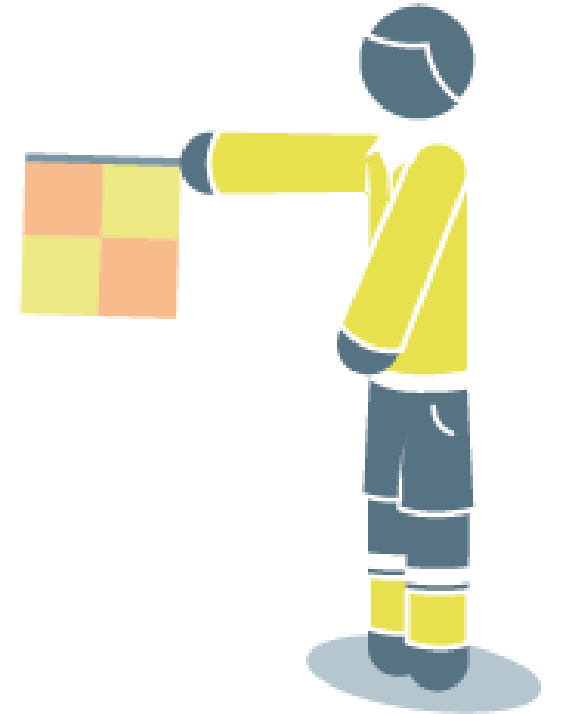
Stand Still, make eye contact with Referee, switch flag hand, point to ground: lower the arm at a 45 degree angle.

Goal kicks -> Run towards goal line

Stand Still, make eye contact with Referee, switch flag hand, point arm parallel to ground towards the goal area.



Corner kick



Goal kick

Free Kicks (DFK and IFK)

Stand Still

Always hold arms straight.

Make eye contact with Referee

*Switch hand holding flag **before** you lift your arm*

Lift flag straight up holding it in the hand of the restart direction

Give it a slight wiggle

Point at a 45 degree angle up in direction of kick.

If have it in wrong hand, drop below waist and point at 45 degree angle



Attacking free kicks



Defending free kicks

Substitutions

Always hold arms straight.

Substitutions-> Avoid covering your face with the flag.

Lower the flag immediately after the Referee acknowledges your signal.

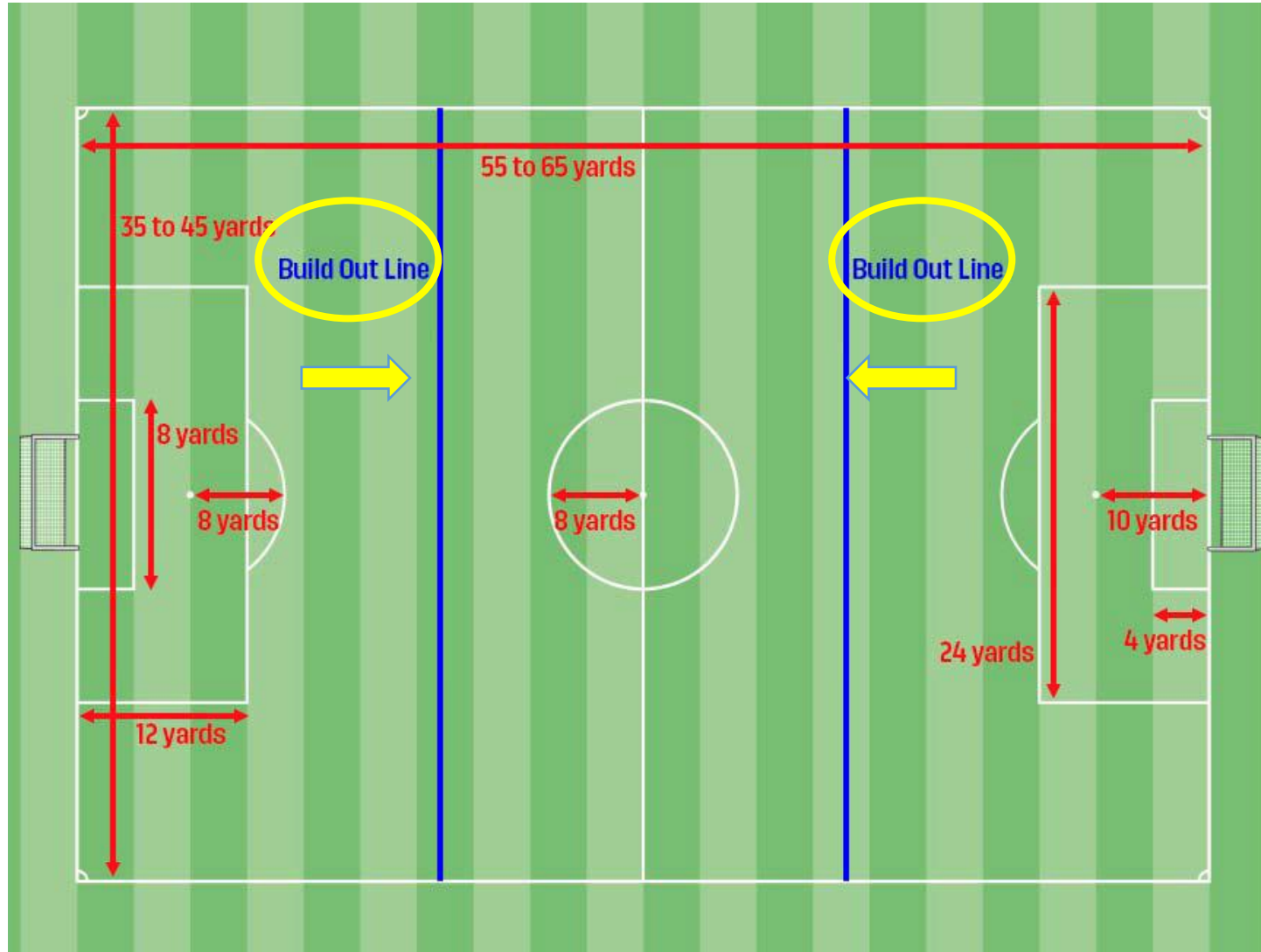
You may give a thumbs up to the Referee after all the players left the field, and after all the substitutes entered the field.



Substitution

U.S. Soccer Player Development Initiative

7v7 Build Out Line:

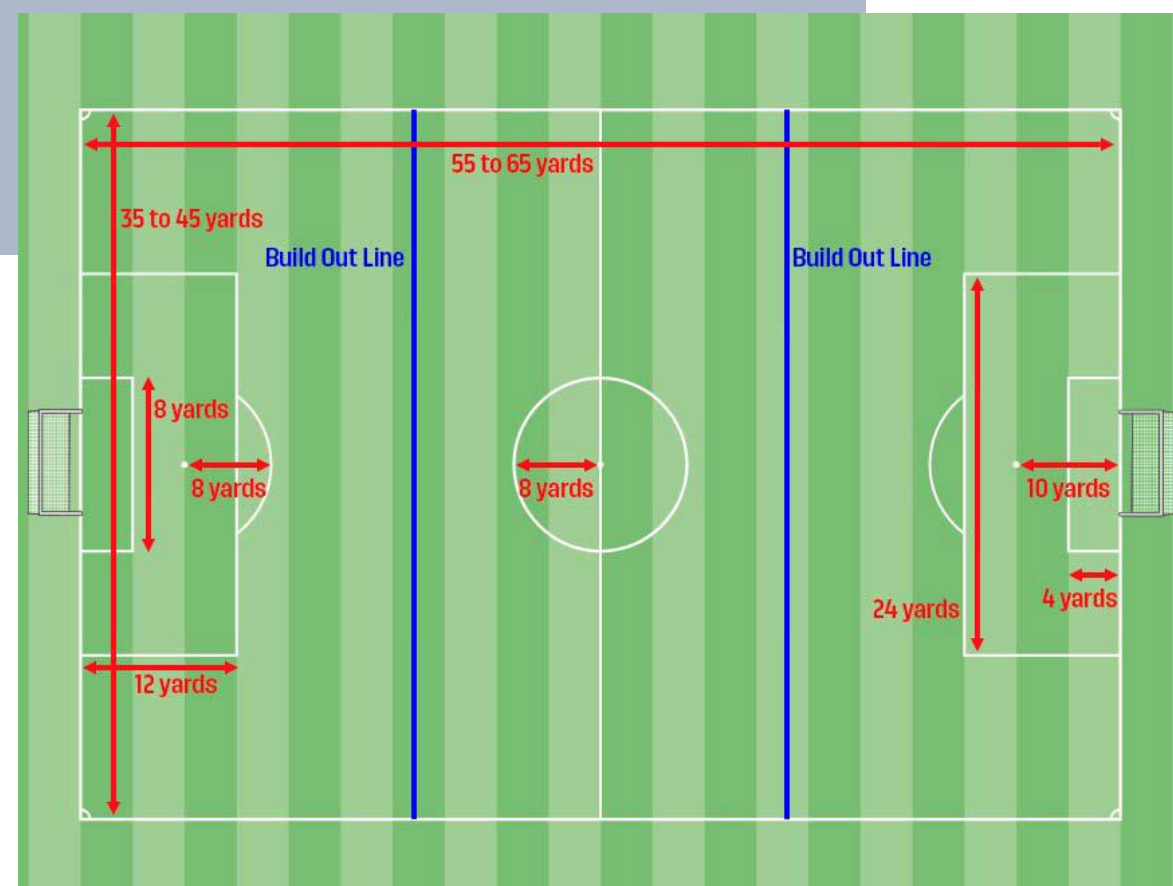




Small Sided Games

7v7 Standards of Play

Build Out Line



The build out line will also be used to denote where offside offenses can be called

Players cannot be penalized for an offside offense between the halfway line and the build line

Players can be penalized for an offside offense between the build out line and goal line



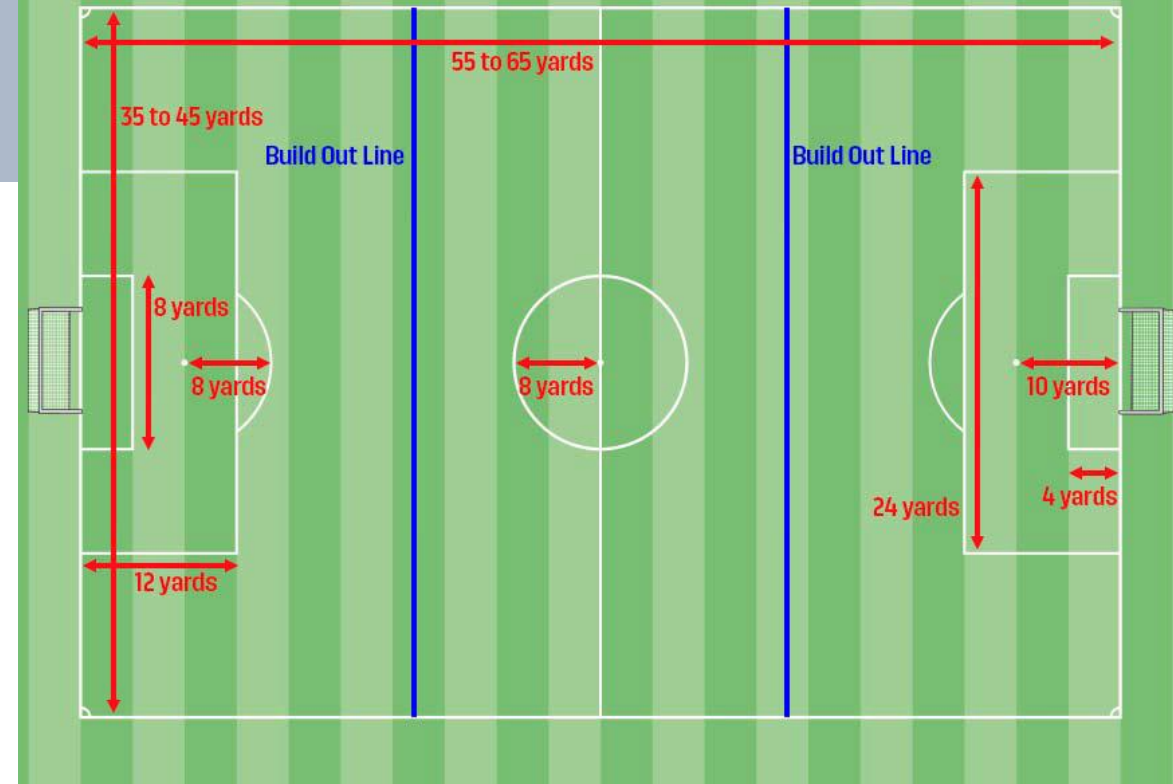
Small Sided Games

7v7 Standards of Play

Build Out Line

If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense

If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred



BUILD OUT LINE VIDEO



Ball out of play

- When it wholly passes over on the ground or in the air
- Or play has been stopped by the referee

-It touches a match official, remains on the field of play and...

- * team starts a promising attack
- * ball goes directly into the goal
- * the team in possession of the ball changes

Ball in play

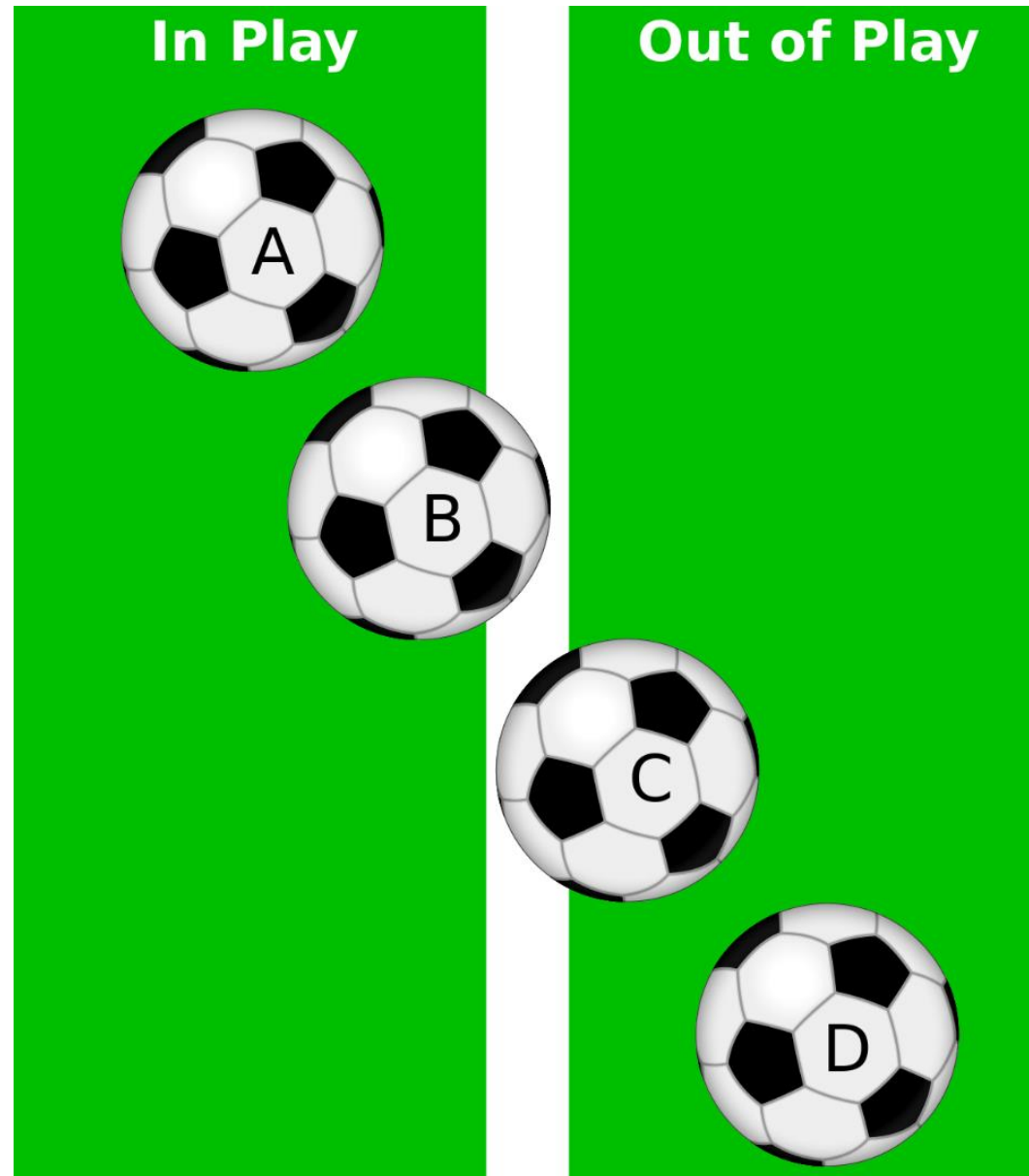
- All other times when it rebounds off a goalpost, crossbar, corner flag

AND

remains on the field of play



Law 9- Ball in and out of Play





DROPPED BALL

Dropped Ball...

- When it touches a referee, stays on the field and
 - Scores a goal
 - Changes possession
 - Creates promising attack
- If it touches ref and stays with same team without a promising attack, keep playing!
- Stopped for any reason not started by a law (fouls, misconduct): like an injury stoppage, ball breaks, outside agent disrupts play
- The ball is dropped to ONE player from the team last in possession
- All other players (of both teams) must remain at least 4m (4.5 yds) from the ball until it is in play the ball is in play when it touches the ground.
- If the event happened in the penalty area, drop it for the goal keeper
- The ball is in play once it touches the ground
- Must touch 2 players to be goal

Throw- Ins



OVERVIEW



- Fouls/Offenses
 - Direct free kick fouls
 - Indirect free kick fouls
- Misconduct
 - Cautionable offenses
 - Sending-off offenses



DIRECT FREE KICK OFFENSES: ING Fouls

- If a player commits any of the following against an opponent in a manner considered to be **careless, reckless (yellow), or using excessive force (red)**
- **These are contact fouls!**

Kicking or attempts to kick

Holding

Tripping or attempts to trip

Impeding with Contact

Jumping at

Spitting (always red card)

Charging

Handling

Striking or attempts to strike

Pushing

Tackling or challenging player before ball

ADDITIONAL DIRECT FREE KICK OFFENSES

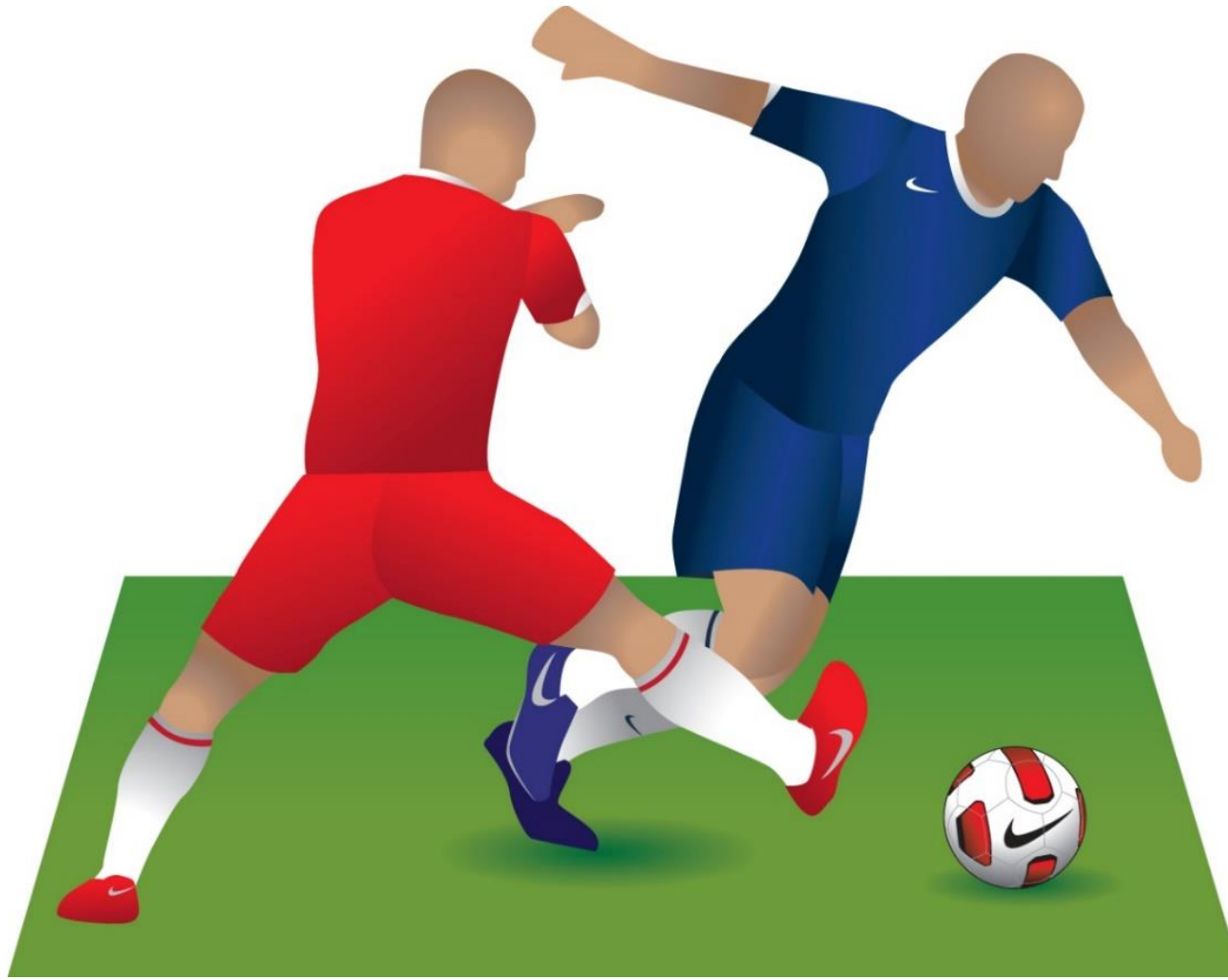


- Bites or spits at someone (Red Card!!!)
- Throws an object at the ball, opponent or match official, or makes contact with the ball with a held object

KICKING OR ATTEMPTS TO KICK



TRIPPING OR ATTEMPTS TO TRIP



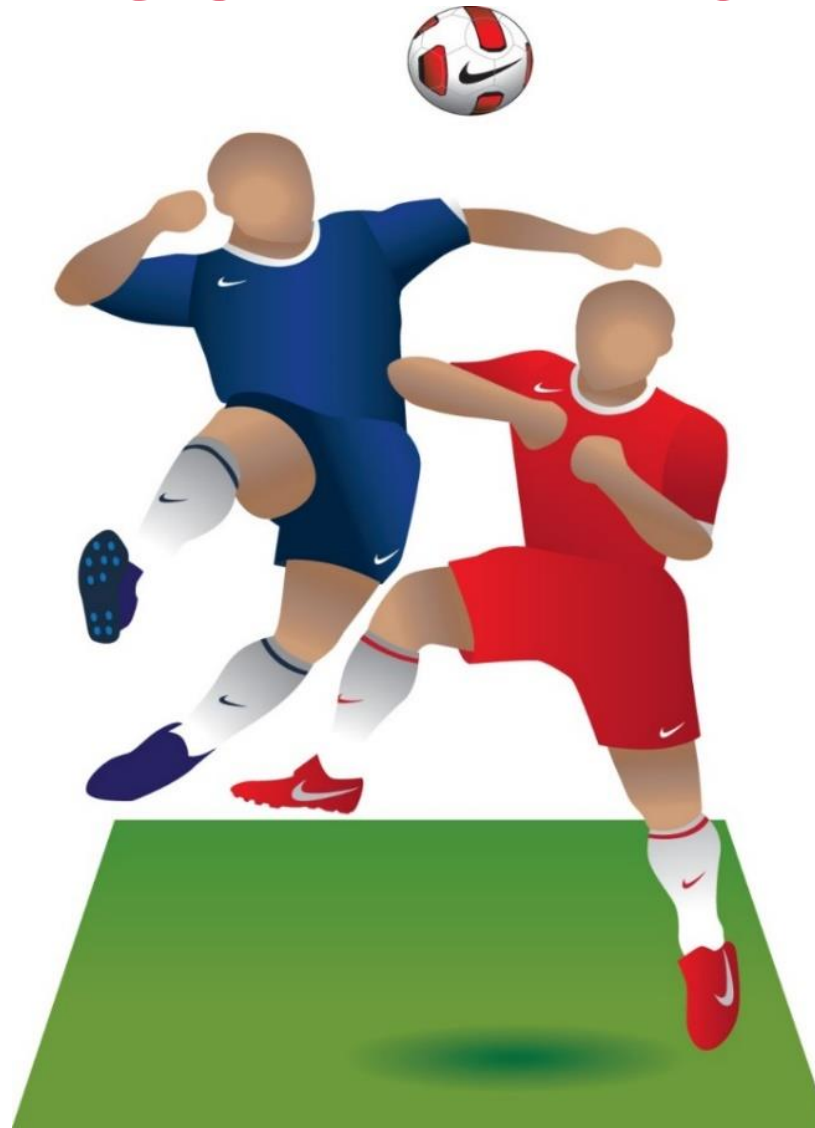
JUMPING AT



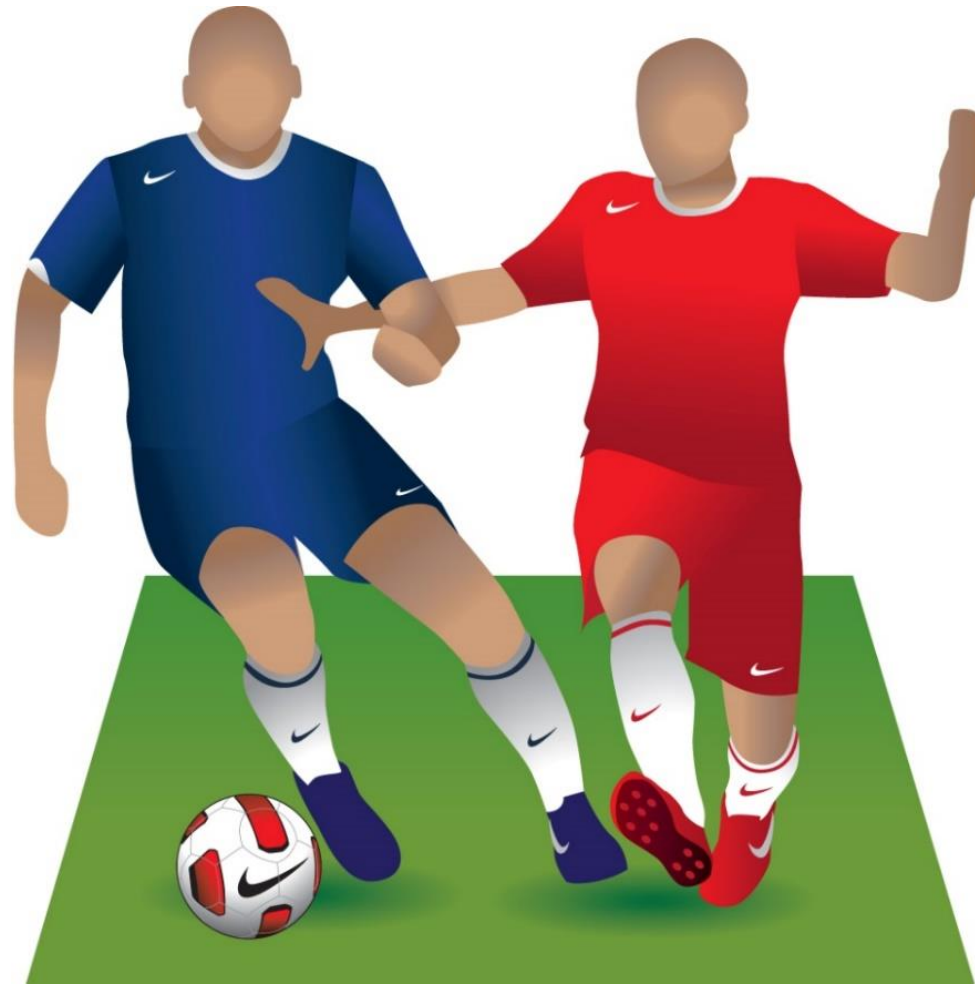
CHARGING



STRIKING OR ATTEMPTS TO STRIKE



PUSHING



TACKLING OR CHALLENGING





Connecticut State Referee Program

Handball - Deliberate handball remains
an offense

The following '*handball*' situations,
even if accidental, will be a free kick



Connecticut State Referee Program

- the ball goes into the goal off an attacking player's hand/arm
- a player gains control/possession after the ball has touches their hand/arm and scores, or creates a goal-scoring opportunity
- the ball touches a player's hand/arm which has made their body unnaturally bigger



Connecticut State Referee Program

NO Calls

- it is natural for a player to put their arm between their body and the ground for support when falling. **No call**
- if the ball comes off the player's body, or off another player (of either team) who is close by, onto the hands/arms it is often impossible to avoid contact with the ball. **No call**
- When the GK clearly kicks or tries to kick the ball into play, this shows no intention to handle the ball so, if the 'clearance' attempt is unsuccessful, the goalkeeper can then handle the ball without committing an offence. **No call**
- Defender kicks ball into their own arm: **No Call**



CARELESS

- A player has shown a lack of attention or consideration when making a challenge or has acted without precaution
- No disciplinary action is needed for a careless offense

RECKLESS



- A player has acted with disregard to the danger to, or consequences for, an opponent when making a challenge
- The player must be cautioned
 - The referee issues a yellow card for Unsporting Behavior (committing a direct free kick offense in a reckless manner)

CARELESS VS RECKLESS



EXCESSIVE FORCE



- A player has exceeded the necessary use of force and/or endangered the safety of the opponent when making a challenge
- The player must be sent off
 - The referee issues a red card for Serious Foul Play
A tackle or challenge that:
 - Endangers the safety of an opponent OR
 - Uses excessive force OR brutality

EXCESSIVE FORCE – SERIOUS FOUL PLAY



INDIRECT FREE KICK (IFK) OFFENSES



- Dangerous Play
- Impeding (without contact)
- Preventing GK releasing ball
- Second touch on free kick or throw in
- Offside
- Goal Keeper 4 reasons:
 - 6 seconds holding ball
 - 2 touches with hands
 - Deliberate pass back GK uses hands
 - Throw-in GK uses hands
- Any Caution (yellow card) offense when ball is in play not associated with direct free kick (like reckless play)

PLAYS IN A DANGEROUS MANNER: AGAINST OPPONENT



ALSO AGAINST YOURSELF:
LAYING ON BALL THAT STOPS OTHERS
OR
PUTTING SELF IN HARM'S WAY: HEADING

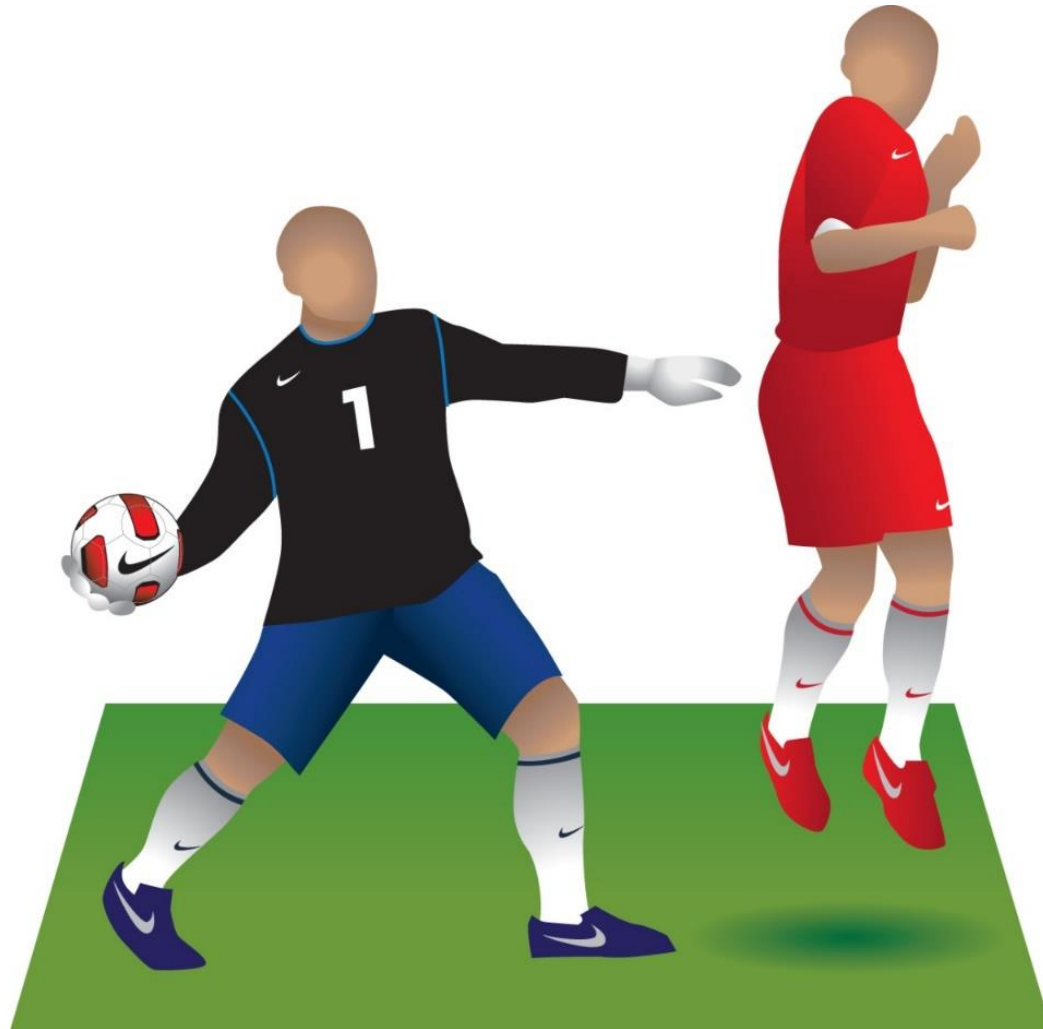
IMPEDES WITHOUT CONTACT



IMPEDING WITHOUT CONTACT IS AN OFFENSE FOR WHICH AN INDIRECT FREE KICK IS AWARDED

REMEMBER THAT IMPEDING WITH CONTACT RESULTS IN A DIRECT FREE KICK

PREVENTS Goalkeeper from Releasing the Ball





OFFSIDE

OFFSIDE POSITION

- An attacking player in the opponent's half of the field
- Any part of the player's head, body, and feet
 - NOT the hands and arms
- Closer to the opposing team's goal line than
 - The ballOR
 - The second to last opponent

NOT IN AN OFFSIDE POSITION

- Even with the ball

OR

- Even with the second to last opponent OR

- Even with the last two opponents if they are even with each other

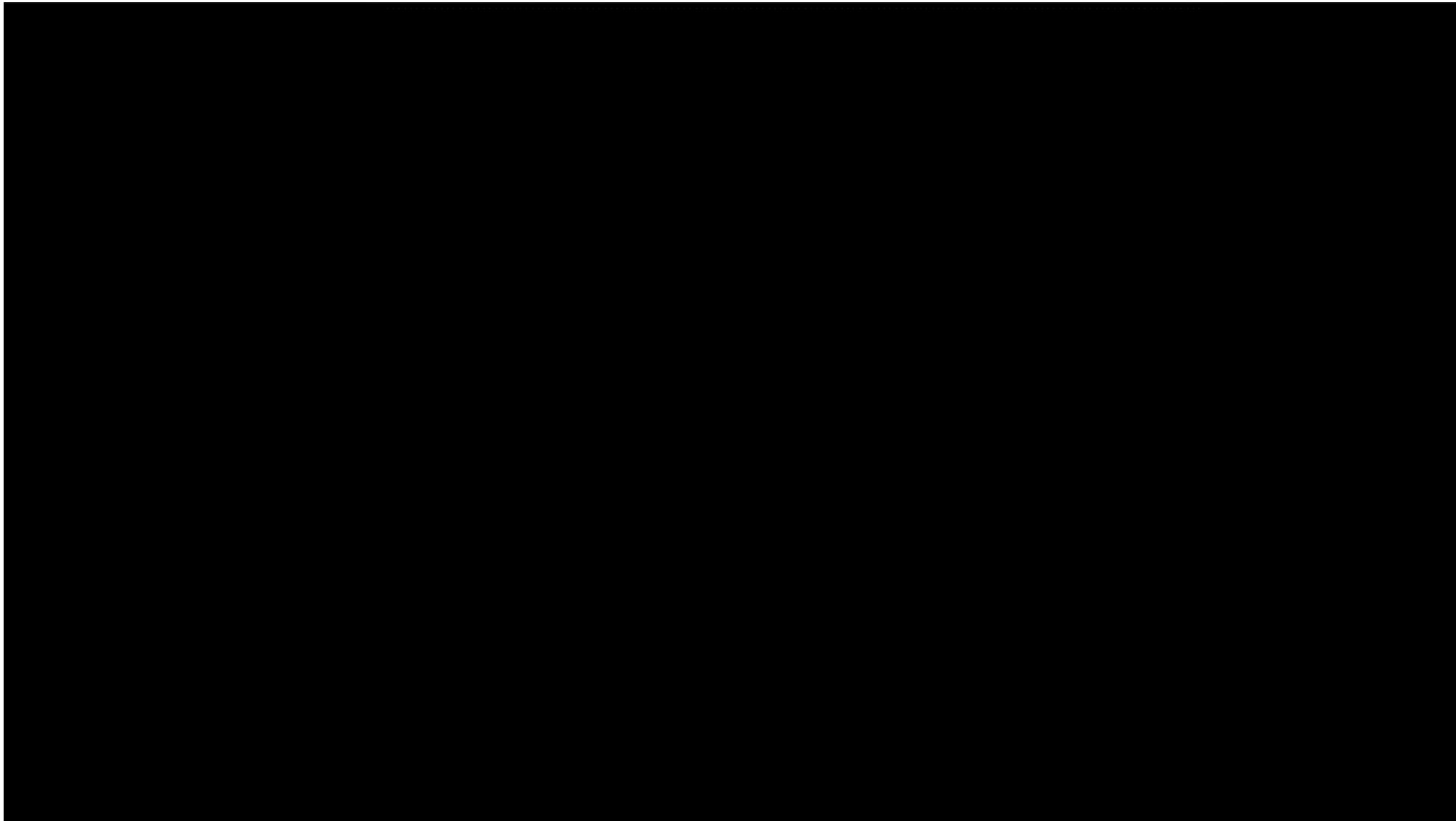
OR

- On the halfway line or in own half of field OR

- When the ball was played by the opposing team, INCLUDING A MISTAKE (DELIBERATE PLAY)...NOT A DEFLECTION!!!



OFFSIDE POSITION



OFFSIDE OFFENSE

- In an offside position and involved in active play
 - At the moment the ball was played OR touch by a team-mate
- Involved in Active Play by:
 - Interfering with play
OR
 - Interfering with an opponent
OR
 - Gaining an advantage

INVOLVED IN ACTIVE PLAY

- Interfering with play
 - Makes contact with the ball
- Interfering with an opponent
 - Prevent opponent from playing or being able to play the ball
 - Challenging an opponent for the ball
 - OR
 - Clearly attempting to play the ball close to him/her when this action impacts an opponent
 - OR
 - Obvious action that clearly impact the ability of an opponent to play the ball
 - OR
 - Blocks vision or line of sight of opponent
- Gaining an advantage
 - Receiving a ball that rebounds from the goal or is deflected from a defender

MISCONDUCT



- Caution
 - Yellow card
- Send off
 - Red card
- Applies to
 - Players
 - Substitutes
 - Substituted Players
 - **Team Officials**

CAUTIONABLE OFFENSES: Yellow Card



- **Persistent Infringement (PI)**
- **Delaying Restart (DR)**
- **Distance (Failure to respect) (FRD)**
- **Entering **or** Leaving (w/o permission) (EL)**
- **Dissent in Word or Action (DT)**
- entering the **Referee Review Area (RRA)**
- excessively using the 'review' signal (TV screen)
- **Unsporting Behavior (UB)** which includes:



Unsporting Behavior (UB) includes:

- commits in a **reckless manner a direct free kick offence**
- **handles the ball to interfere with or stop a promising attack**
- commits a foul which interferes with or stops a promising attack
- attempts to **deceive the referee** e.g. by feigning injury or pretending to have been fouled (simulation)
- **changes places with the goalkeeper** during play or without the referee's permission
- denies an opponent an obvious goal-scoring opportunity by an offence which was an attempt to play the ball and the referee awards a penalty kick
- handles the ball in an attempt to score a goal (whether or not the attempt is successful) or in an unsuccessful attempt to prevent a goal
- makes unauthorised marks on the field of play
- plays the ball when leaving the field of play after being given permission to leave
- shows a lack of respect for the game
- uses a deliberate trick to pass the ball (including from a free 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
- verbally distracts an opponent during play or at a restart



SENDING-OFF OFFENSES: Red Card



- **A**busive, insulting language including gestures (AL)
- **V**iolent conduct (fighting) (VC)
- **2nd** Caution (2CT)
- **S**erious foul play (around the ball) (SFP)
- **S**pitting at (S)
- **DOGSO-H** deny goal opportunity by Handling (DGH)
- **DOGSO-F** deny goal opportunity by Foul (DGF)

For field session

- Bring all referee equipment including uniform

- Whistle
- Flags
- Cards
- Little black book
- Watch
- Wear uniform

IMPORTANT

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Q & A

What questions do we have?

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