

# BASA REFEREE HANDBOOK

## REFEREE CONTACTS:

MIKE LODEN: [MLODE1@YAHOO.COM](mailto:MLODE1@YAHOO.COM)  
\* HEAD REFEREE

JOHN COWHEY: [COWHEYJ@DON.COM](mailto:COWHEYJ@DON.COM)  
\* HEAD REFEREE

CELESTE BAILEY: [BAILEY60010@GMAIL.COM](mailto:BAILEY60010@GMAIL.COM)  
\* HEAD REFEREE

EMILY SNYDER: [EMILY@FCXSOCCKER.NET](mailto:EMILY@FCXSOCCKER.NET)  
\* LEAGUE DIRECTOR

EMINA ZVIDICH: [EMINA@FCXSOCCKER.NET](mailto:EMINA@FCXSOCCKER.NET)  
\* ASSISTANT LEAGUE DIRECTOR

## REFEREE WEBSITE:

[WWW.ASSIGNR.COM](http://WWW.ASSIGNR.COM)

[WWW.BASA.NET](http://WWW.BASA.NET)

# BASA RULES OF SOCCER

AGE	BALL SIZE	GAME LENGTH	# OF PLAYERS
U-6.....	#3.....	20 min. halves .....	4v4
U-8.....	#4 .....	20 min. halves .....	6v6
U-10.....	#4 .....	25 min. halves .....	7v7 Boys 8v8 Girls
U-14 COED	#5 .....	25 min. halves .....	9v9
HS COED	#5.....	25 min halves.....	5v5

## PRE-GAME ROUTINE

- Referees, coaches and their teams should arrive 15 minutes before game time so that every game will begin on time. As coaches, you must notify the parents of the 15 minute early arrival.
- Make sure that you are in the coaching area on the correct side of the field before the start of the game. (Refer to the field map in Section I.)
- Home team (red) supplies the ball; visiting team (white) gets the kickoff.
- Any non-rostered player violation will result in a forfeit for that team.
- Have players ready for pre-game check and [eye glass waivers](#) ready

## 10 MINUTE WINDOW RULE

- Teams not ready for kick-off at game time will be allowed a 10 minute window. If your team is not ready after 10 minutes, your team will forfeit and a “scrimmage game” will be played in the amount of time left in your regularly scheduled game time.
- If the “late” team is ready to play before the 10 minute window has expired, that time will be deducted from the playing time at the end of each half. The referee will advise you of the revised time frame at the start of the game.

## VOLUNTEER COACHING

- In order to be a BASA Volunteer Parent coach you must have a player participating in the BASA Program on the team you would like to volunteer for

## RECREATIONAL AGE GROUPS \*U6-U10 divided by Gender\*

- U6= Kindergarten
- U8= 1<sup>st</sup> and 2<sup>nd</sup> grade
- U10=3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> Grade
- U14 COED= 6<sup>th</sup>-8<sup>th</sup> grade
- HS COED= 9<sup>th</sup>-12<sup>th</sup> grade boys and girls

## COACHING AREA /may NEVER cross mid-field

- Both teams will stand on the same side of the field, in clearly marked coaching boxes, as indicated on map. Parents and spectators will stand on the other side of the field opposite your teams area.
- A verbal warning will be given if a player or coach steps onto the field during live action, a caution card will be given next.
- Coaches or subs may not approach a referee on the field during dynamic play, for any reason.
- No more than 3 coaches are allowed on the sidelines.

## PLAYING TIME

### U-6, U-8 & U-10:

- 50% of total game time minimum.

### U-14 and HS COED:

- Based on practice attendance, participation and game attendance.
- Please try and play players equally if possible.

# SUBSTITUTION

## U-6:

- On the fly -Coach calls player off and once he reaches sideline, other player comes in.
- Players must be within 2 yards of the sideline before new player can enter match
- An injured player must come off the field of play. If any player is bleeding, they must come off the field and may re-enter the game with the referee permission as a substitution in that quarter..

## U-8 and U-10:

- On the fly -Coach calls player off and once he reaches sideline, other player comes in.
- Players must be within 2 yards of the sideline before new player can enter match
- An injured player must come off the field of play. If any player is bleeding, they must come off the field and may re-enter the game with the referee permission as a substitution in that quarter..
- Referee must be notified of GK substitution
- Substitutions are also allowed on all “deadball situations” where the ball has left the field

## U-14/HS:

- Prior to throw-in by either team if team in possession is subbing; prior to a goal kick, by either team; after a goal by either team; after an injury, by either team, when the referee stops the play; at halftime.
- An injured player must come off the field of play. If any player is bleeding, they must come off the field and may re-enter the game with the referee permission as a substitution.
- Referee must be notified of all substitutions.

# PLAYER EQUIPMENT

- A player cannot wear anything dangerous. (Rings, earring, bracelets, watch, etc.) \*If you can not remove your earrings you can play if you have cotton balls behind your ear and band aids covering your ear.
- Medical bracers are allowed but should be taped down with Medical Info showing. Casts are allowed if covering in bubble wrap and ace bandage.
- Players may wear gloves and stocking caps in cold weather (nothing dangling, no hoods).
- A player **MUST** wear shin guards under their soccer socks.
- **Only molded soccer cleats, turf shoes or gym shoes (NO BASEBALL CLEATS..Please give a warning for first few games and ask coach to talk to parents about proper soccer shoes)**
- The goalie shirt must be a different color than red or white.
- **Glasses maybe used at the player’s and parent’s liability. An [eyeglass waiver](#) must be signed by a parent or guardian before the player is allowed to play while wearing street glasses. The coach must have this waiver available at all games. \*SPORT GOGGLES ARE FINE AND WAIVER IS NOT NEEDED FOR THEM**

# THE REFEREE

- The referee is the only person who can make calls, with no interference from a coach, player, parent, or spectator.
- The coach is responsible for the behavior of his players and parents.

# ZERO TOLERANCE RULE

- BASA referees will not accept the slightest abuse (verbal or otherwise), unsportsman-like conduct, or dissent by gesture, from any participant. That behavior will be considered a “red card” offense and an immediate “send-off”, out of sight, out of sound. The two minute warning applies here.

# RED & YELLOW CARDS

- The purpose of the “red card” is to eliminate any advantage gained by a player or coach by means of intentional violent conduct or serious foul play, verbal abuse or dissent, distraction of the referee by a team’s observers or family members, or a second violation of U.S.S.F. rules after a caution was issued.
- The purpose of a “yellow card” is to indicate when a player has committed misconduct, as defined by FIFA Laws.

- The “red card” is the most serious infraction of U.S.S.F. rules and will have a prompting impact on both the players and the coaches when issued. A “red card” is an automatic one game suspension for the next played game, including tournaments, in addition to the “send-off” for the remainder of that current game. A “send-off” requires that person to leave the field of play, out of sight, out of sound, within 2 minutes. If that 2 minute warning is not complied with, the game will be forfeited by the team in violation.
- A “send-off” does not allow any opportunity for the player or coach to discuss or debate the matter nor to continue unacceptable behavior. The referee will show the “red card” in as quiet a manner as they can. Accept it not as a “personal issue”, but just a violation of the laws.
- The referees do “listen” to a fair amount of minor dissent on the field and they have been instructed to first make their point by a verbal warning.
- Two “red cards” or 4 “yellow cards” in a 365 day time frame will prohibit that player or coach from participating in any BASA sponsored league event or game for a period of one year from the date of the last violation.
- The coach is responsible for his or her team’s observers, and if an observer warrants a “red card”, that violation applies to the acting coach and both the offender and the coach must leave the field (out of sight, out of sound).
- All issued cards are final and will not be retracted. However, if you have a question about a card you received, please see the Senior Referee in charge at your field.

## KICK-OFF

- A kick-off is taken at the center mark. All players (except player taking kick) must be on their own side of the field
- The ball may go forward or backward on the kickoff
- The player kicking off must not play the ball again until it has been played by another player \*For U6 and U8 the kickoff should be a pass not a dribble
- **BASA RULE:** A goal can not be scored from a kick-off at any age level.

### U-8:

- Opposing players must be at least 8 yards from the ball (outside the center circle.)

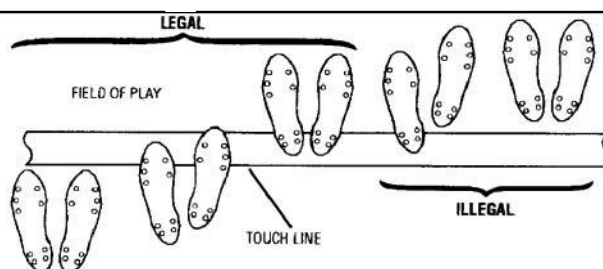
### U10, U-14 and HS:

- Opposing players must be at least 10 yards from the ball (outside the center circle.)

## THROW-IN

- **No throw-ins for U6 and U8. ALL Restarts will be kick-ins or dribble ins.**

- Throw-ins are awarded to the team that did not touch the ball last before it went out of bounds.
- Both feet must be on the ground, feet must be on or behind the side line, and the ball must be thrown with both hands equally in one continuous movement from the back of the head and over the top of the head. The throw-in should be taken from the spot indicated by the referee.
- The goalie cannot pick up a throw-in.



Legal and  
illegal foot  
placement  
for throw-in

## GOAL KICK

- A goal kick is taken by a player after the ball goes out of play past the goal line when last touched by an attacking player. U6 and U8 players can dribble or kick in their goal kick
- **NEW RULE:** The ball does not need to leave the Goal BOX Area. The player taking goal kick can now pass to a teammate inside the goal box.
- **All opponents must still stay behind the the developmental line (U6-U10)** until there has been a 2<sup>nd</sup> touch by the team taking goal kick or if they start to dribble (that touch can occur in the box)
- **All opponents must still stay behind the penalty box (U14/HS) until the ball has been kicked and moved**

## CORNER KICK

- A corner kick is taken by the attacking team after the ball goes out of play past the goal line when last touched by a defending player.
- The corner kick is taken from the corner arc on the side of the field where the ball went out.
- A corner kick is a direct kick.

### U-6 and U-8:

- Opponents must be at least 8 yards from the ball..
- Can dribble in or Kick in \*Kickoff is kick in ONLY\*

### U-10:

- Opponents must be at least 10 yards from the ball.
- U10 is a kick in from the corner

### U-11& U-14:

- Opponents must be at least 10 yards from the ball

## PASSING BACK TO GOALIE

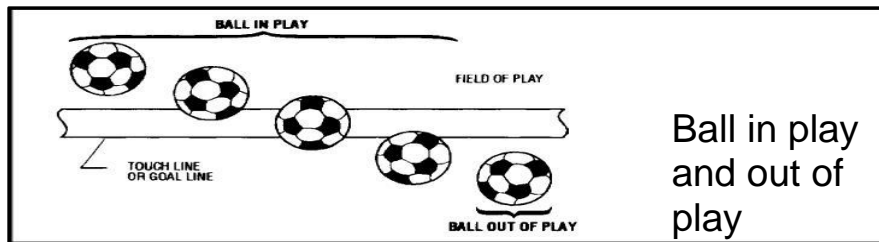
U-6: There is no goalie.

### U-8, U-10,U-14 and HS:

- If a player passes back to their goalie, the goalie cannot use his/her hands.
- If the goalie uses hands in this situation, an infraction will be called by the referee and an indirect kick will be awarded. @ U8/U10 please issue a warning for the first offense then do an indirect kick if it happens again

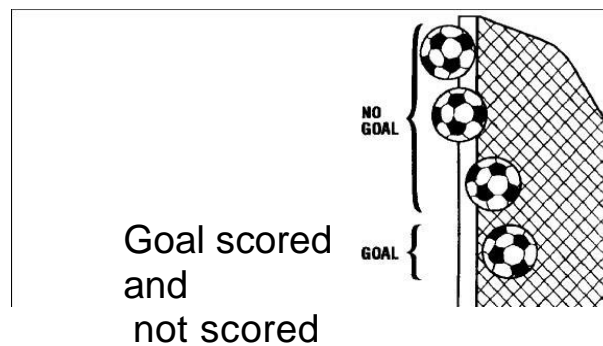
## BALL OUT OF PLAY

- When all of the ball is completely over the outside of the line.



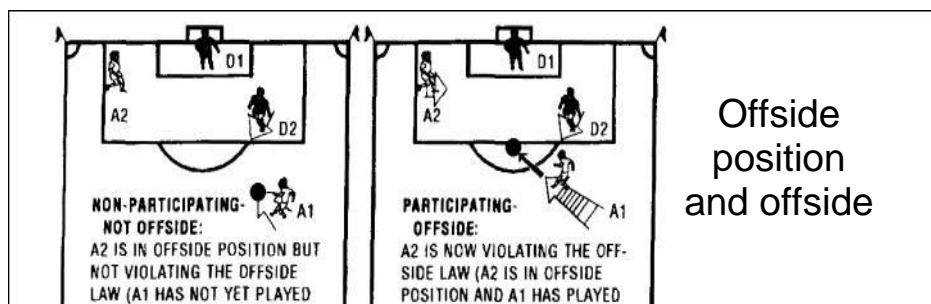
## SCORING

- A goal is scored when all of the ball is completely over the outside edge of the goal line



## OFFSIDE (No offside at U6 & U8)

- The position of the player at the moment the ball is played by a teammate determines offside.
- A player is in the offside position if there are fewer than 2 opponents ahead of him in the opponents' half of the field.



- A player cannot be offside in their half of the field
- A player can't be offside if they receive a ball directly from a corner kick, goal kick or throw in.

## DIRECT FOULS

- Kicking, tripping, hitting, holding, pushing an opponent or handling the soccer ball are the most common direct fouls.
- When a direct foul is committed, the opposing team is awarded a direct free kick or a penalty kick if the foul occurs in the penalty area.

### **U-6 & U-8: (No direct kicks)**

- When a direct foul is committed, the opposing team is awarded an indirect kick.
- No penalty kicks at U6 or U8. If a foul occurs inside the box an indirect kick will be awarded outside the box

**\*AT ALL AGES NO GOALS CAN BE SCORED FROM THE KICKOFF DIRECTLY INTO THE NET**

## DIRECT KICK

- Kick taken from the point of infraction. A goal may be scored.

## INDIRECT FOULS

- Dangerous play, impeding another player, charging the goalkeeper
- When indirect foul is committed, the opposing team is awarded an indirect kick.

## INDIRECT KICK

- A goal may be scored only if the ball is touched by one or more players after the indirect kick is taken.
- The player taking the free kick must not play the ball again until it is touched by another player.

**USSF NEW HEADING LAW OF THE GAME: ALL BALLS HEADED (BOTH OFFENSEIVELY AND DEFENSIVLY) FOR U6-U10 WILL RESULT IN AN INDIRECT FREE KICK FOR THE OPPONENT. NO PLAYER MAY HEAD THE BALL U6-U10 OUT OF THE AIR OR ON THE BOUNCE.**

**\*\*\*COACHES SHOULD NOT PRACTICE HEADING AT ALL THROUGHOUT THE SEASON IF YOU ARE U6, U8 or U10.**

**\*\*Very limited amount at practice even at U14/HS. Max 10 minutes a practice\*\***

### U-6, U-8:

- Opponents must be at least 8 yards from the ball.

### U-10, U-14 and HS:

- Opponents must be at least 10 yards from the ball.

## PENALTY KICK –No PKS U6/U8

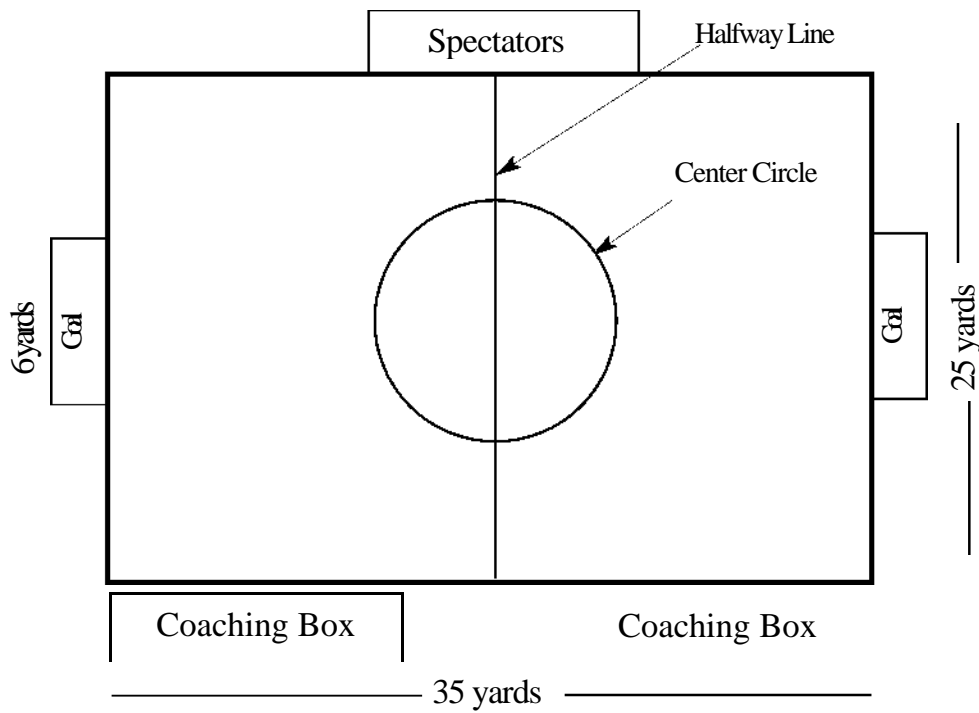
- Awarded when a player commits a direct foul in their own penalty area.
- All players must be outside of the penalty area.
- The goalie is now allowed to move the feet sideways while remaining on the goal line prior to the kick. The goalie must have one foot on the line at the time of the PK and may move forward as long as one foot remains on the goal line until the ball is kicked

GRIEVANCES: Emailed to [Emily@fcsoccer.net](mailto:Emily@fcsoccer.net)



# U-6 INFORMATION

1. Field size will be 35 yards long x 25 yards wide. Goals' size will be 4' high by 6' wide. Ball size 3
2. Uniform is the same as B.A.S.A.. All GAMES WILL BE 4v4 with NO GOAL KEEPERS.
3. Players must wear shin guards under their sock. PLAYERS ARE NOT ALLOWED TO HEAD THE BALL.
4. Only 4 players on the field for each team - NO GOALIE.
5. White team gets kickoff
6. There are 2x20 minute halves with a two minute halftime.
7. Teams change direction at half-time. **Coaches should not focus on score. If a team is up by more than 5 their opponent can add a player. Please try and create the best environment for both teams.**
8. All players MUST play equal playing time each game.
9. All balls out of play are dribble ins or kick ins (dribble if you have space, pass if not). **Kickoff should be a pass!**
10. There will be no offsides called, and no direct penalty kicks.
11. Intentional hand balls will be called, and an explanation will be given to the player by the coach/referee. The other team will be given an indirect kick.
12. Fouls that will be called are: holding; charging from behind; pushing with hands; tripping; hand balls;etc
13. The referee is the only person who may make calls, with no interference.
14. **All COACHES MUST REMAIN ON THE SIDELINES.**
15. **U6 DEVELOPMENTAL RULE: On all goal kicks the opposing team must drop all players behind the half line. Once the player taking the goal kick passes or begins to dribble the game is live.**

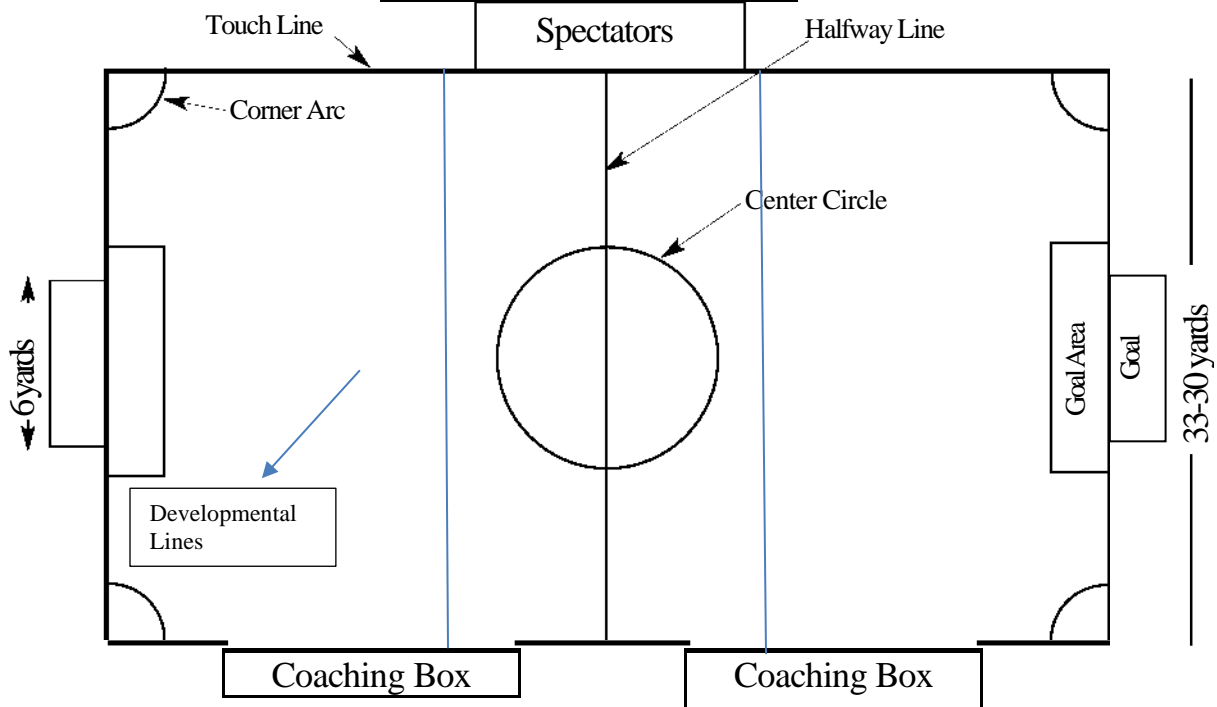


# U-8 INFORMATION

1. Field size will be not more than 45 yards or less than 40 yards in length and its width not more than 33 yards wide
2. Ball size is #4. NO HEADING ALLOWED AT ALL.
3. Goals' size will be 6' high by 12<sup>1</sup>/<sub>2</sub>'(field 8 and 9) wide or 6 x18 (field 6)
4. U8 will play 6v6 (1 must be a GK). Minimum number is 4.
5. There are 2x 20 minute halves with a two minute halftime. Substitutions on the fly or for injured player.
6. No throw-ins. Restarts kick-ins/dribble ins. **All opponents should be 8 yards back on all restarts. All kickoffs should be a pass!**
7. **Coaches should not focus on score. If a team is up by more than 5 their opponent can add a player. Please try and create the best environment for both teams.**
8. Each player should play a minimum of 50% of the total game time
9. There must be a new goalkeeper for each half. NO EXCEPTIONS. **All players MUST PLAY all four field positions throughout the season!**
10. Both teams will stand on the same side of the field as indicated on map. Parents on opposite side of their team.

**DEVELOPMENTAL RULE. ALL U8 GAMES WILL HAVE A BASA DEVELOPMENTAL RULE IN EFFECT:** When the GK makes a save and on all Goal Kicks the opponent (team not in possession of the ball) must drop all players back behind the dashed line. This will allow the goal keeper to have the option to play the ball short to a teammate who should now have time to begin to build the play up. This will also allow more opportunities to dribble in on goal kicks or to make an easier pass to a player on your team **\*Goal keepers may not punt** only throw, pass long or put it down to their feet and make a SIMPLE pass to a teammate and by doing so keeping possession. Once the goal keeper connects the pass (TEAMMATES MUST TOUCH THE BALL or it is passed directly over build up line) the game is live. This also instills the habit of dropping behind the ball once you lose possession which is a key part of defensive and transitional development in this game.

## READ B.A.S.A. RULES!

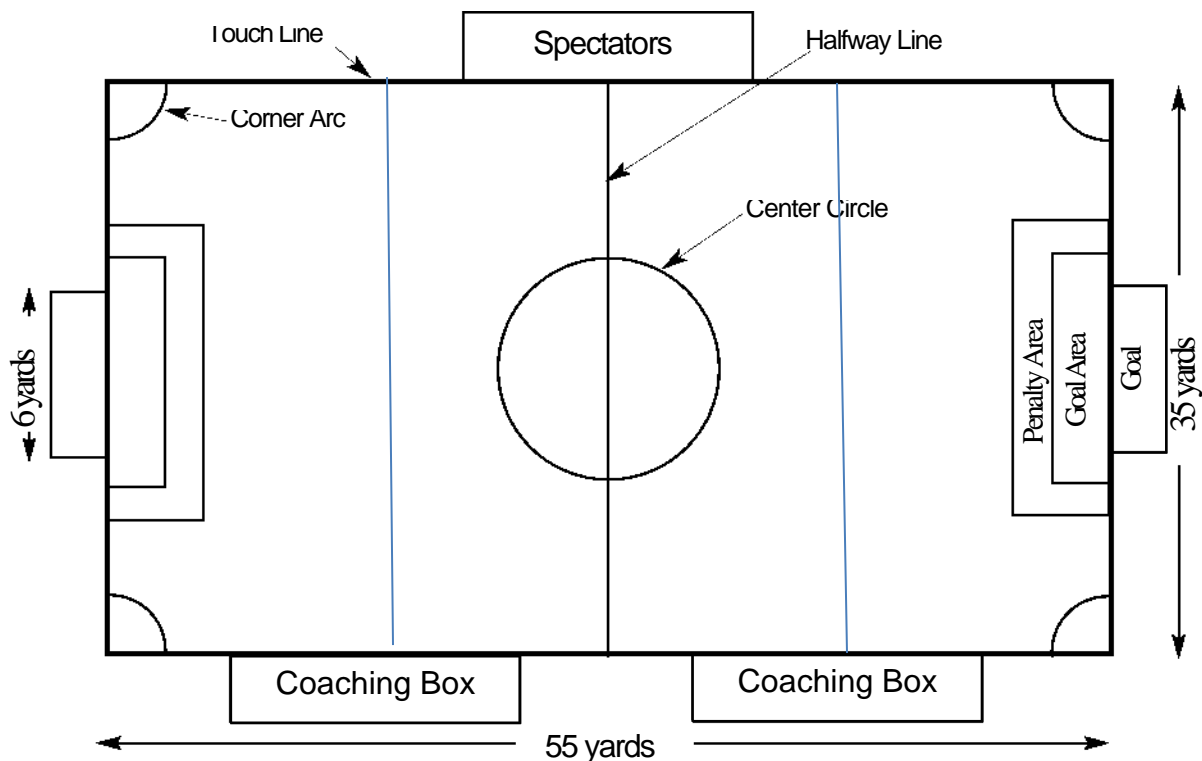


# U-10 INFORMATION

1. Field size will be 55 yards in length and 35 yards in width. Ball size #4
3. Goals' size will be 6' high by 18 1/2' wide. PLAYERS ARE NOT ALLOWED TO HEAD THE BALL.
4. U10 boys will play 7v7. U10 Girls (due to roster size) will play 8v8.
5. There are two 25 minute halves with a 2 minute half-time break.
6. Substitutions: (See BASA Rules ) On the fly. For an injured player.
7. Each player should play a minimum of 50% of the total game time.
8. Both teams will stand on the same side of the field as indicated on map. Parents and spectators will stand on the other side of the field.
9. **Coaches should not focus on score. If a team is up by more than 5 their opponent can add a player.**  
**Please try and create the best environment for both teams.**

10. **ALL U10 GAMES WILL HAVE A BASA DEVELOPMENTAL RULE IN EFFECT:** When the GK makes a save and on all Goal Kicks the opponent (team not in possession of the ball) must drop all players back behind the dashed line. This will allow the goal keeper to have the option to play the ball short to a teammate who should now have time to begin to build the play up. This will also allow more opportunities to dribble in on goal kicks or to make an easier pass to a player on your team **\*Goal keepers may not punt** only throw, pass long or put it down to their feet and make a SIMPLE pass to a teammate and by doing so keeping possession. Once the goal keeper connects the pass (TEAMMATES MUST TOUCH THE BALL or it is passed directly over build up line) the game is live. This also instills the habit of dropping behind the ball once you lose possession which is a key part of defensive and transitional development in this game.

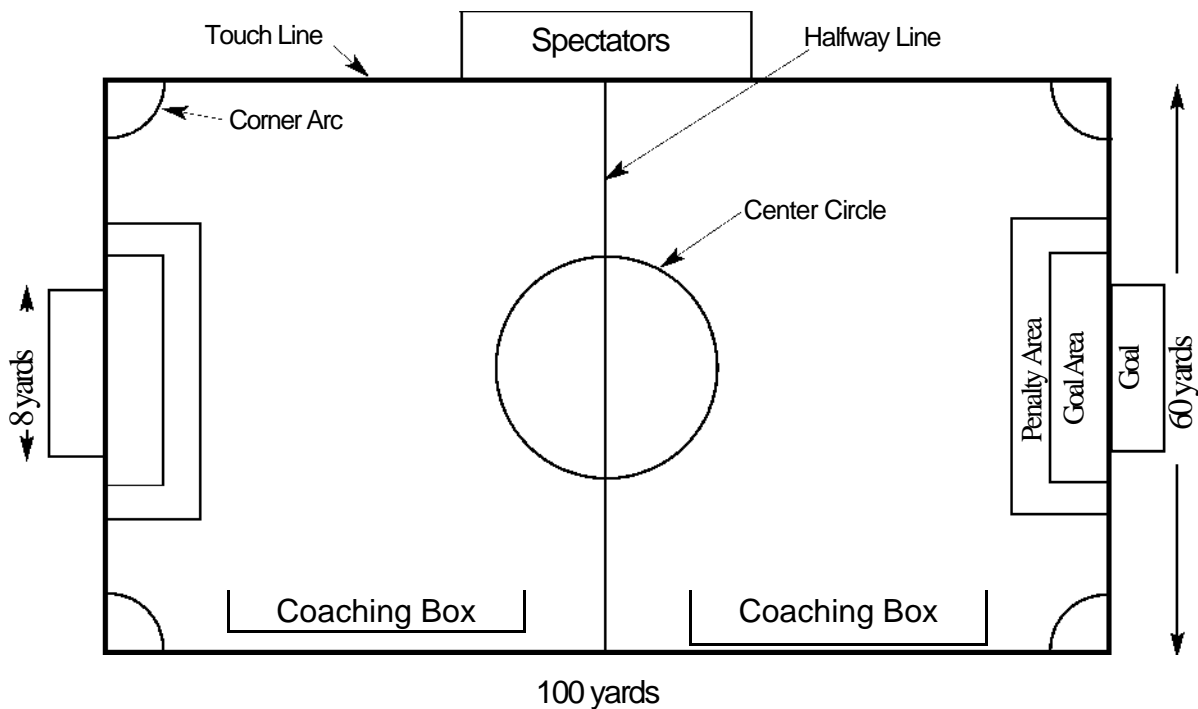
## **READ B.A.S.A. RULES!**



# U-14 COED INFORMATION

1. Field size will be 100 x 60 yards. **FIELD 5**
2. Ball size is #5.
3. Goals' size will be 8' high by 24 wide.
4. U14 and HS Coed will play 9v9
5. U14 and HS Coed 2x25 minute halves
6. Substitutions: (See BASA Rules)
  - A. Prior to throw-in by either team \*If team in possession is subbing.
  - B. Prior to a goal kick, by either team.
  - C. After a goal, by either team.
  - D. After an injury, by either team, when the referee stops the play.
  - E. At half-time.
7. There is no guaranteed playing time. Playing time is earned by attending practices and games on a regular basis. COAHCES DO YOUR BEST TO PLAY EVERYONE EVENLY!
8. Both teams will stand on the same side of the field, as indicated on map. Parents and spectators will stand on the other side of the field.

## READ B.A.S.A. RULES!



## BASA Outdoor Recreational Rules Summary Chart

Age	U6	U8	U10	U14	HS COED
<b>Ball Size</b>	3	4	4	5	5
<b>Game Length</b>	2x 20 min	2x20 min	25 min Halves	25 min Halves	25 min Halves
<b>Time Between</b>	2 minute	2 minute	3 minutes	3 minutes	3 minutes
<b>Number of Players</b>	4 – No Goalies	5+1 GK	6 (7)+ 1 Goalie	8 + 1 goalie	4 + GK
<b>Minimum # of Players</b>	2 per game	3 + 1 goalie	4 + 1 Goalie	5 + 1 Goalie	3 + 1 Goalie
<b>Free Kick</b>	All Indirect	All Indirect	Direct & Indirect	Direct & Indirect	Direct & Indirect
<b>Distance for Kicks</b>	8 yards away	8 yards away	8 yards away	10 yards away	10 yards away
<b>Pass back to Goalie</b>	n/a	No	No	No	No
<b>Offsides</b>	No	No	Yes	Yes	Yes
<b>Throw Ins</b>	Kick in or dribble-in	Kick in or dribble-in	Throw in	Throw in	Throw in
<b>Substitutions</b>	On the Fly	On the Fly	On the Fly	Throw ins, Goal kicks, Goals, Injury and other Stoppage	Throw ins, Goal kicks, Goals, Injury and other Stoppage

Remember to start and end games on time, and if you have to shave time, shorten the half time first

Always have a pre-game Meeting with the Coaches, to check the players in

Always try to work with the Coaches, they are responsible for their teams and their fans

Make sure to fill out the game card completely and have all referees sign the card after the game

Any issues, seek out the Mike, John, or Emily.

**\*\*NO HEADING ALLOWED U6-U10. All headers result in an indirect Free Kick!**

**\*\*Developmental rule for all U6, U8 and U10 games!**