



# Mount Olive Soccer Referee Sheet Instructional Program

Rev Sept 2018



## GENERAL INFORMATION

Games will be officiated in three divisions:

- Division 4 – Grades 6, 7 and 8
- Division 5 – Grades 4 and 5
- Division 6 – Grades 2 and 3
- Division 7 – Grade 1

Games are generally on Saturdays with a small number on Sundays. There will be make-up games during the week in cases of rain on Saturday, if a game is postponed by one of the coaches

The current fee structure is as follows:

Without [Grass Roots Certification](#):

- DIV7 = \$10
- DIV6 = \$15
- DIV5 = \$15
- DIV4 = \$20

With [Grass Roots Certification](#):

- DIV7 = \$15
- DIV6 = \$20
- DIV5 = \$20
- DIV4 = \$25

Fees will be paid a week behind. A check will be mailed to your house.

Availability: An email will be distributed early in the week asking for that week's availability. You need to reply back to me by the deadline. Schedules go out Thursday or Friday. If you do not respond, you will not be assigned games.

You must reply back with confirmation that you have received the assignment.

For the first couple of weeks new refs will be paired up with seasoned refs to get accustomed to the game.

- DO NOT switch games or fields with other refs. Any changes must be approved by me.

### **YOU NEED TO PURCHASE**

- A whistle
- A watch to keep time of the game (no cell phones please)

### **YOU NEED TO HAVE**

- Sideline flags (provided by MOSC in coaches shed)
- Referee shirt (provided by MOSC)

### **UNIFORM:**

- Yellow/Green referee shirt, or approved USSF shirt for Grade 9 refs
- Black shorts
- Cleats or turf shoes
- No hats

### **PREGAME PROCEDURES**

#### **CHECKING THE TEAMS/FIELD**

- Walk the field prior to the start of the game to ensure that there is nothing dangerous on the field.
- Make sure the goals are properly secured (this is the responsibility of the coach, but referee needs to check). The goals on the grass fields must be anchored with stakes and not just sandbags. Goals on the turf field must be weighted down with the sand bags.
- Make sure the lines are visible on the field (this is the responsibility of the first game's home team coach).
- Do not allow any parents to hang around behind the goal. All must remain outside of the fences.
- Each player must have shin guards covered by socks (not socks covered by shin guards).
- No metal hair barrettes or anything that is dangerous
- Check cleats (No baseball cleats or track shoes).
- No jewelry
- Goalkeeper must wear proper goalkeeper shirt or pinnie or something that distinguishes them from a field player.
- Ask each coach to find a volunteer to help with the out of bounds.
- Find a good ball and place it in the center circle.
- If a team is not on the field on time, more than 10 minutes late, decide if you need to cut the halves short to remain on time for the day. If you are the last game on that field for that day, cutting the game short may not be required.

## □ Game timing and format

- Games are broken into 4 Quarters, 10 mins each. 2 Min breaks between quarters and 5 Min break at half. ATSC will be on the field, in a central location to all four fields of play. They are also there for your support and assistance.
- Referees will keep running time for each quarter.
- Division 7 is played 4v4 (or 3v3).
- Teams will switch sides of field at half
- We will have refs on each field of play. ATSC will be present at the field.
- If injury occurs individual game will come to a whistle stop by Referee, game clock will not be adjusted
- An ATSC trainer will monitor the games and provide support and input. Please feel free to ask the ATSC trainer for direction or questions.

## □ General Rules for Division 7

- The general rule for this division is for the children to touch the ball, it is not focused on rules instead on keeping the ball moving.
- Allowed:
  - Direct Kicks
  - Corner Kicks
  - Off-Sides
- Not Allowed:
  - Throw ins
  - Heading
  - Goal Keeping – Team Cannot have a goal keeper and no player can use their hands
  - Penalties. However coaches are required to monitor for aggressive and un-sportsmanship play and sit players as required.
- Ball put into play:
  - Start of game/Start of Half/Quarter – From Midfield
  - Sidelines – Kick in from sideline at the spot of field exit
  - Goal Line – Kick in from goal line: Offensive team require to fall back to midfield line until the ball is in play.
  - Goal – Kick in from goal line. Offensive team required to fall back to midfield line until ball is in play.
  - The intention of midfield fall back is to allow a weaker team the ability to get the ball down field, as there are no offside rules, this is the only way to manage repetitive overpowering of a weaker team.
- Substitutions:
  - Allowed at any time regardless of ball being in play
  - Coaches can substitute players across fields to manage balanced play
  - Coaches can move players across teams as required for balance play, or minimize substitutions if one team is short players, before game starts.

□ Refs General Responsibilities:

- Putting ball into play
  - Follow regular rules for start of game / quarters /half as listed in general referee rules.
  - Whistling ball out of bounds and marking entry (children will need help understanding which team takes the ball. Children will need assistance with setting up corner kicks)
  - When ball is out at goal line from offensive team, they [the offensive team] need to drop back to the midline, ref needs to remind children to fall back and not allow the ball re-entry until they have.
  - Whistling goals and directing offensive team back to the midline. Whistle is not needed to put ball in play, ref should communicate as much as possible in lieu of whistle.
- Whistling ball stop when an injury occurs.
- Looking for the NOT Allowed above, game should not be whistled stopped, generally with how game play occurs this will be touching the ball with hands and standing in the goal box as the rest of the team is on other side of the field. Use judgement, its ok kids go to goal box to prevent a goal against them, however no hands are allowed. You can also point out issues to coaches if you are having a repetitive problem. This last note also applies to aggressive play.

#### **DIVISION 4 GAME PARTICULARS/MODIFICATIONS**

- Two-35 minute halves
- Substitutions: Unlimited number of players
  - Prior to a throw-in in your favor. Also allow the opponent to sub on a throw in if the team in possession subs.
  - Prior to any goal kick
  - After a goal by either team
  - After an injury
  - No substitutions during corner kicks
  - Coaches can agree to change the sub rules; review prior to game how they want to handle
  - 4 goal mercy rule
  - Call for the captains and administer the coin toss. Whichever team wins the coin toss gets choice of field and the loser gets the kickoff.

#### **DIVISION 5 GAME PARTICULARS/MODIFICATIONS**

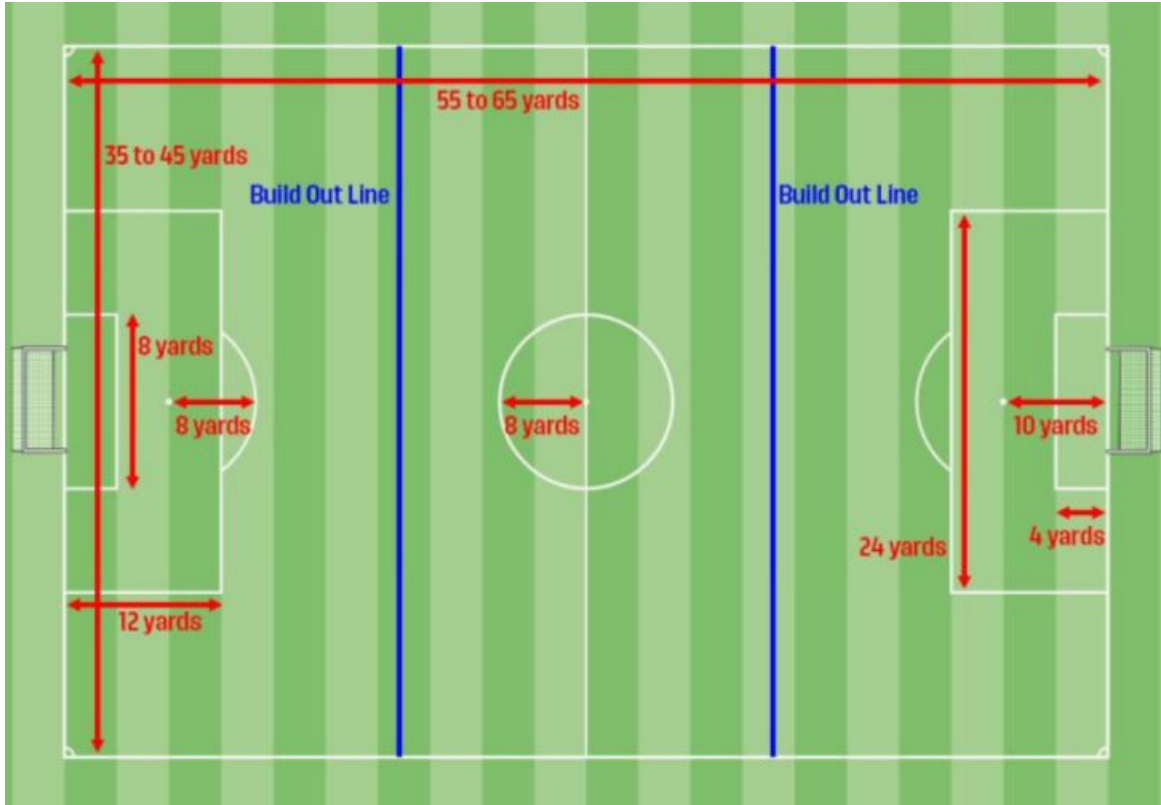
- Two - 30 minute halves
- 2 refs or if 1 ref (parents do sidelines). Parents doing sideline should be instructed not to coach. If a parent continues to coach from the sideline have team coaches replace the parent.
- Games will be played 9v9. If teams are short players, the coaches can agree to play 8v8 or 7v7 if necessary.
- No headers: if in the penalty area we should put the ball on the "18"
- No penalty kicks, but we will have direct kicks (they don't have either...if in the penalty area, move outside to the 18)
- 4 goal mercy rule
- "Redo" for throw ins.
- Allows the opponent to sub on a throw in if the team in possession subs.

- If the game is at Turkey Brook, the Mt. Olive rule is that all parents must be outside of the fenced in areas.
- Games played between Roxbury teams will follow standard rules for this age group (penalty kicks, no redo on throw ins, etc)

### DIVISION 6 GAME PARTICULARS/MODIFICATIONS

- Games are broken into 4 Quarters, 15 mins each. 2 Min breaks between quarters and 5 Min break at half. 1 ref (parents do sidelines). Parents doing sideline should be instructed not to coach. If a parent continues to coach from the sideline have team coaches replace the parent.
- Games will be played 7v7 but can be reduced to 6v6 or 5v5 if there are not enough players
- No headers: if in the penalty area we should put the ball on the "18"
- No penalty kicks, but we will have direct kicks (if in the penalty area, move outside to the 18)
- 4 goal mercy rule
- "Redo" for throw ins.
- Allow the opponent to sub on a throw in if the team in possession subs.
- If the game is at Turkey Brook, the Mt. Olive rule is that all parents must be outside of the fenced in areas.
- Build out lines are implemented half-way between the mid field line and the penalty box. The purpose is to allow the players to learn to play out of the back and gain confidence.
- When the goalie has a hand on the ball, no field player is to make contact with the ball at all. It's the goalie's ball.

### BUILD OUT LINE FOR 7V7



- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.

- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play
- If a goalkeeper punts or drop kicks the ball, please stop play and have the ball return to the goalkeeper and allow them to pass, throw or roll the ball out.

### **Offsides and the 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 out line
- Players can be penalized for an offside offense between the build out line and goal line on the opposing team's half
- **An offensive player cannot pass the buildout line unless the ball has crossed the buildout line before them (unless the player themselves in the possession of the ball). If the offensive player breaks the buildout line prior to the ball, the referee will whistle the ball dead and give the ball to the keeper to put the ball back into play**
- **If the field being played does not have a buildout line, then the 18 line will be the marking line for the rule**

### **ADDITIONAL DIVISION 4 and 5 and 6 GAME PARTICULARS/MODIFICATIONS**

- Move around the field. Remain close to the play.
- Blow the whistle firmly and loudly
- Vocalize your calls so the players and coaches know what you have ruled, especially the goal kicks and corner kicks. Help get the game restarted quickly.
- Any stoppage time added for injuries is determined by you but not necessary.
- Must call offsides
- The ball is out of bounds when the entire ball crosses over the sideline or goal line.
- A minimum of 5 minutes must be given for half time, but be aware of when the next game starts.
- Teams change sides at halftime
- Be decisive and stick to FIFA and Mt. Olive Recreation rules as closely as you can. It is important that the Recreation players learn the rules and there is consistency in our refereeing.
- It is important that you review the rules of soccer. Just be aware of the rules for kick-offs, throw-ins, corner kicks, goal kicks, substitutions, and re-starts. If you make a mistake, play on.
- See any board member if you encounter any problems or call me. Report all unacceptable behavior by players, coaches and parents to me and I will follow up on it.

- Do not get into confrontations with coaches, spectators, players, or parents. Report any misconduct or situation to me immediately.

Jim Rollo - 908-448-1594 [referee@mountolivesoccer.com](mailto:referee@mountolivesoccer.com)