



Referee Guide: CHECKLIST

BEFORE THE GAME

PLAYER CHECK

- Line up the players on the edge of the penalty box (one team at a time)
- Check all players for cleats and shin-guards; check for jewelry
- Talk to the coach if a player is wearing eye-glasses; they should be secure; make sure the coach is comfortable with the situation

REFEREE EQUIPMENT CHECK

- You should have a stopwatch and whistle
- Match Ball: provided by the home team, should be inflated, not hard

GOAL CHECK

- Goals must be secured

DURING THE GAME

USE YOUR WHISTLE!!

- LOUD WHISTLE
- QUICK WHISTLE: be ready; there is nothing worse than hearing a whistle a few seconds after an infringement
- DECISIVE CALL: you will make mistakes, the very best referees make mistakes, but you have to be decisive and clear
- In the INTRAMURAL program: be extra clear, call out the team color when there is a throw in (the younger players will not necessarily know who's throw in it is)

COACH CHECK

- Confirm the number of players per side (this may change from week-to-week for each division)
- Confirm how many minutes are played each half
- Confirm substitution rules and procedures
- Give a line flag to each coach, they will nominate a parent from their team to be a lines person. The lines person is responsible for calling throw-ins only.
- Make sure that the coach explains that the WHOLE BALL has to be over the line for it to be considered OUT.
- Check when substitutions can be made

COIN TOSS

- Just before you start the game:
 - Call for captains from each side
 - Ask the away team to call heads or tails
 - Winner gets choice of "ball" or "end"

FINAL CHECK

- Check the number of players on the field
- Check "goalie ready"; make sure that goalie is wearing a different color shirt

SUBSTITUTIONS

- Subs must line up at center field and cannot enter the field until a player has left the field
- INTRAMURAL: Coaches may make substitutions at ANY stoppage play:
- TRAVEL:
 - Throw-in: the team with possession is allowed to sub
 - Goal kick: any team can sub
- CONFIRM WITH THE COACHES PRIOR TO KICK-OFF



Referee Guide: LAWS OF THE GAME

STARTING THE GAME

- Team with the ball, the ball must be played forward
- Team without the ball, must be outside the circle

WHAT'S "IN" AND WHAT'S "OUT"

- The WHOLE ball must be over the line for a throw-in, corner, goal-kick or a goal
- Throw-in, goal kick, corner

THROW-INS

- Both feet must be behind the line
- Both feet must be on the ground at the point of releasing the ball
- Two hands, ball behind the head

GOAL KICK / CORNER KICK

- A corner kick or goal kick is taken when the ball leaves the field across the goal line - you know, the end of the field.
- If the offensive team kicks it out, play is restarted with a goal kick.
- If the defensive team kicks it out, play is restarted with a corner kick.
- Goal Kick
 - Ball can be anywhere within the "6 yard box"
 - Anyone can take the kick
 - Cannot be kicked twice by the same player (redo)
 - The ball must leave the Penalty Box before it can be kicked (redo)

HAND BALL

- First, the rule for a hand ball includes using any part of the body from the tips of the fingers to the shoulder.
- Second, the proper way to look at this soccer rule is that a player cannot "handle" the ball. A ball that is kicked and hits a player's hand or arm is not a hand ball. This means that the referee must judge whether or not a hand ball is accidental contact or the player handled the ball on purpose to gain an advantage.
- A goalie using their hands *outside* of the Penalty Box is also a hand ball
- Back Pass Rule
 - Goalkeepers cannot pick up a pass that came directly from one of their teammates.
 - In this case, the goalkeeper must use his feet.
 - If the goalie does pick-up the ball it will result in an *indirect* kick from where he/she touched the ball.

FOULS

- The common rule of thumb on fouls is "If it looks like a foul, it probably is."
- Too true: a player cannot kick, trip, jump at, charge, strike, push, hold, or spit at an opponent.
- So what's the problem?
- Soccer can be a physical, contact sport when two opposing players both want the soccer ball
- Bumping, leaning or going shoulder-to-shoulder while competing for a ball is *not a foul* until the hands or elbows come up.
- Each referee will judge differently, after a few calls you will get know what you can and cannot get away with.
- Remember though, the referee is ALWAYS right !!!



Referee Guide: LAWS OF THE GAME

DIRECT AND INDIRECT FREE KICKS

- The simple difference between the two is this: On a ***direct*** kick you can score by kicking the ball ***directly*** into the goal. On an ***indirect*** kick you cannot score.
- An indirect kick must be touched by another player before it can go into the goal - that is the kicker and a second person.
- You can tell whether the kick is direct or indirect by looking at the referee. For an indirect kick, the referee will hold one arm straight up in the air until the second person touches the ball. No arm up or pointing towards the goal, it's a direct kick.
- In general, a direct kick comes from a contact foul or hand ball. Everything else is indirect.

PENALTY KICK

- A penalty kick results from a ***direct*** kick (contact foul or hand ball) by the defending team within the penalty area - the large box on either end of the field. So it's a type of direct kick also.
- The ball is placed on the penalty spot, in front of the center of the goal.
- All players must remain outside the penalty area and the penalty arc until the ball is kicked. The goalkeeper must have both feet on the goal line until the ball is kicked.
- If after the ball is kicked, it rebounds off of the goal or the keeper and stays on the field, the ball is "live" and anyone can play it.

MOST IMPORTANT RULE

- Have fun; LOUD WHISTLE

TWO-TOUCH RULE

- A player cannot touch the ball twice in a row when putting the ball in play.
 - You will see this called many times in youth soccer. It applies ***everywhere***.
 - You will see it frequently on kick-offs or direct and indirect kicks.
 - If a player barely hits the ball and decides to take another kick at it, that is a two-touch.
- This also applies to throw-ins. A player cannot throw the ball in and then kick it.
- This results in a "redo"

OFFSIDE

- You cannot be offside on a corner kick, goal kick, or throw-in.
- You can't be offside if you are standing on your half of the field.
- Also, it is not an offense for a player to be in an offside position. The player must be involved in active play as determined by the referee to be called offside.
- **A player is in an offside position if:** he is nearer to his opponents' goal line than both the ball and the second last opponent.
- Another way to think about this: An offensive or attacking player can't be ahead of the ball and involved in the play unless there is a defender between him and the goalkeeper. Or, you can't hang out at the other team's goal waiting for the ball.
- The offside rule applies ***when the ball is kicked***, not when the player receives the ball.
- Offside is an ***indirect*** free kick