

Plainfield Soccer Association

Guide to Referees

Adapted from the United States Soccer Federation's
"Guide to Procedures for Referees, Assistant Referees
and Fourth Officials"

I. Prior to the Game

1. Arrive at least 15 minutes prior to the start of the game.
2. Inspect the field to make sure it is safe. Check that the net is properly attached to the goals. Make sure the corner flags are in place.
3. Consult the rules booklet for the ball size, number of players, and duration of quarters.
4. Ten minutes before game time: check players in. No jewelry. No earrings! No "street" glasses. Either sports glasses or sports goggles over glasses. No casts, hard or soft. Shin guards should be covered with soccer socks or equivalent. Sock style shin guards are acceptable. No baseball or football cleats.
5. Coaches and players on the bench side: spectators on the bleacher side. (Does not apply to U5 and U6 divisions.)
6. The home team (team wearing green or the team listed first on the schedule for divisions with jerseys other than the reversible jerseys) may choose which side to defend, and the other team will kick off for the first half. (The teams switch sides for the second half and the home team kicks off.) Alternatively, the away team calls the coin toss. The winner chooses which end to defend, the other team kicks off the first half.
7. Two minutes before game time: blow the whistle to call the players to the field.
8. Start the game at the scheduled time. **Stay on Schedule!**

II. Kick-Off

1. Verify that the ball is the correct size and in good condition.
2. Count the number of players.
3. Indicate the direction of the kick.
4. All players must be on their own half of the field. Players of team opposing the team kicking-off must be outside the center circle until the ball is touched.
5. The kick-off is DIRECT outdoors.
6. Start your watch (you are the official timekeeper).
7. Whistle to start the game. Check that your watch is running.
8. No double touches. Restart – INDIRECT Free Kick awarded to the opposing team.

III. During Play

1. General Positioning

A. Three Man System

- i. Use the diagonal system of control.
- ii. Stay close to the play without interfering.

B. Two Man System

- i. Referees on each half of the field stay even with the second to last defender (in position to call offsides).
- ii. Referees positioned so that the ball is on a diagonal line drawn between them.
- iii. Each referee is responsible for ball in and out of play on one touchline.
- iv. The referee nearest the goal is responsible for determining if a goal has been scored or which team last touched the ball before going out of play across the goal line.
- v. Penalty and Corner kicks: One referee on the goal line and the other referee outside the penalty area.
- vi. Free kicks: trailing referee spots the ball and restarts the game.

2. Substitution

- A. U5 Division: players may be substituted on the fly.
- B. All other divisions: substitution may occur on a team's own throw-in, either teams goal kick or after a goal has been scored.
- C. The referee must be notified before the keeper is substituted.

3. Ball out of play. "The Whole of the Ball Completely Across the Line."

A. U5 Division

- i. There are no "throw-ins." Restart - **INDIRECT Free Kick.**
- ii. Indicate the direction of the restart and signal an indirect free kick.
- iii. Tell the players whose kick it is.
- iv. Signal an Indirect Free Kick by raising an arm straight up. Hold the signal until a second player touches the ball.
- v. If the ball goes directly into the goal – No Goal. Restart - Goal Kick awarded to defending team.
- vi. No Double Touches. Restart – **INDIRECT Free Kick** for the opposing team.
- vii. Opposing players must be at least 5 yards from the ball.

B. All Divisions

i. Goal Kick:

- a. When the ball goes out of play over the goal line, a goal was not scored, and an attacker last touched the ball, the defending team is awarded a Goal Kick.
- b. Point to the goal area to indicate the restart.
- c. The ball is not in play until it leaves the penalty area. So quickly move up to the "top" of the penalty area to observe that the ball clears the area before being touched by any player. If they do – REKICK.
- d. No attackers in the penalty area.

ii. Corner Kick:

- a. When the ball goes out of play over the goal line, a goal was not scored, and a defender last touched the ball. The attacking team is awarded a Corner Kick.
- b. Point to the corner to indicate the restart.
- c. Quickly move to a position to observe if a goal is scored.

4. Goal Scored.

- A. Whistle to indicate a goal has been scored and point toward the center circle.
- B. Move to position for Kick-Off and record score.
- C. Indicate direction of restart.
- D. Whistle for Kick-Off.

5. Goalkeeper Possession.

- A. Move up field to be close to the play once the keeper puts the ball back into play.
- B. The keeper may not hold the ball for more than 6 seconds. Restart - **INDIRECT Free Kick** awarded to the attacking team.
- C. Watch that the keeper does not handle the ball outside of the penalty area. Restart - **DIRECT Free Kick** awarded to the attacking team.
- D. Keeper cannot pick up the ball after putting it back into play until another player touches the ball. **Restart - INDIRECT Free Kick awarded to the attacking team.**

6. Offside

- A. U5, U6 and U8 divisions do not have offside violations.
- B. U8 division does not allow "camping out" in the last quarter of the field. If the ball goes to a camped out player, stop the play. Explain camping out to the player. Restart –
- C. Whether or not a player is in an offside position is determined at the moment the ball is played.
- D. The referee determines if there was involvement.
- E. Restart – **INDIRECT Free Kick** awarded to opposing team at the point where the offside infraction occurred.

7. Three-Goal Advantage

- A. Any player who has scored may not score again until the 3-goal advantage is removed. If they do kick the ball in to the net - NO GOAL. Restart- **Goal Kick** awarded to the defending team.
- B. Players who have scored should be removed from attacking positions.

8. Handball

- A. If hand is up or hand meets the ball. Whistle to stop play. Restart- **DIRECT Free Kick** awarded to opposing team.
- B. If a player's hands are down, and another player kicks the ball into their hand at close range – NO HANDBALL.

9. Fouls

- A. Kicking, tripping, jumping at, hitting or pushing an opponent. Restart - **DIRECT Free Kick** awarded to opposing team.
- B. Slide tackling is dangerous play and is not allowed. Restart- **INDIRECT Free Kick**.
- C. If a player is cautioned, they must leave the field of play. A substitute may take their place. The player may return at the team's next opportunity to substitute.

10. Penalty Kicks (Contact foul or handball inside penalty area.)

- A. U5 Division does not have Penalty kicks. **Indirect Free Kick** awarded to opposing team. Kick taken from the point on the penalty area line which is nearest to where the infraction occurred.
- B. U6 Division does not have Penalty kicks. **DIRECT Free Kick** awarded to opposing team. Kick taken from the point on the penalty area line which is nearest to where the infraction occurred.
- C. U8 – U14 Divisions: **DIRECT Free Kick** award to opposing team. Kick taken from the penalty mark. All players except kicker and keeper outside the penalty area.
- D. Instruct kicker to wait for whistle.
- E. Instruct keeper they must start with their heels on the goal line, they may move sideways but not forward until the ball has been played.
- F. No double touch by kicker.

IV. End of Game

1. End the game on time.
2. Point to center circle to indicate end of game.
3. Officiate over handshake.
4. Complete game report forms.
 - A. Sign forms for both teams.
 - B. Check team names and score on both forms.
 - C. Coach keeps orange form; referee keeps pink form, and yellow and white form go in game report box.
5. If this is the last game inform coaches they must put the equipment away.

V. Make sure everyone is safe and has fun!

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