

**DFK**  
**“JTCPKS”**  
**“DH HiTS”**

Jumping  
Tripping  
Charging  
Pushing  
Kicking  
Striking  
Deliberate Hand Ball  
Holding  
Improper Tackling  
Spitting

**RED CARDS (IFK restart)**

- 1 Serious Foul Play
- 2 Violent Conduct
- 3 Spitting
- 4 Offensive Language/gestures
- 5 Deliberate Hand Ball to Stop a Goal
- 6 Deliberately Stops Goal-Scoring Chance (DFK/IFK offense)
- 7 2<sup>nd</sup> Yellow Card

**IFK**  
**“DIP”**

Dangerous Play  
Impeding Progress  
Preventing Release by Goalkeeper

**GOALIE IFK's**

Wasting time  
Re-picking up ball  
Picks up ball when intentionally kicked to them by teammate or from throw-in

**YELLOW CARDS (IFK)**

- 1 Unsporting Conduct
- 2 Persistent Infringement
- 3 Dissent by word or action
- 4 Delays Start / Wasting Time
- 5 Doesn't allow 10 yds. on FK or Corner Kick
- 6 Enters/Re-enters or 7 Leaves without permission of ref

**REFEREE CHECKLIST**

**PRE-GAME**

**1) WALK THE FIELD**

- a) CHECK LINES (Properly & Clearly Marked)
- b) CHECK FOR HOLES (Fill In)
- c) CHECK FOR FLAGS (Corner-Mandatory, Halfway – 1 yd. off line)
- d) CHECK GOALS (Nets Secured; Posts Anchored, back of front post even with outside of goal line)

**2) MEET WITH COACHES**

- a) INTRODUCTIONS
- b) OBTAIN LINE-UP CARDS
- c) SELECT SIDES OF FIELD FOR TEAM (if not already determined). All parents/coaches must be on own side of field.
- d) REMIND: coaches inside the coaches box, within 10 yds. of halfway line
- e) REQUEST ASSISTANT REFEREE FOR FLAG DUTY
- f) REMINDER: Positive Coaching & Encouragement

**3) MEET THE PLAYERS**

- a) INTRODUCE YOURSELF
- b) CHECK HAIR PIECES
- c) CHECK FOR EARRINGS
- d) CHECK FOR JEWELRY
- e) CHECK UNIFORMS – Shirts tucked in
- f) CHECK FOR SHINGUARDS – under socks
- g) CHECK FOR PROPER SHOES – ask them to tie in double knots

**4) TALK TO THE PARENTS/COACHES**  
**(optional)**

- a) INTRODUCE YOURSELF
- b) REMIND THEM
  - i) You are a volunteer
  - ii) You are here to make sure the kids have a Safe, Fun & Fair Game
- c) ASK PARENTS TO HELP YOU BY CHEERING, ENCOURAGING & SUPPORTING THE KIDS (*kids know the difference between cheering & yelling*)

**5) MEET WITH YOUR ASSISTANT REFEREES**

- a) INTRODUCTIONS
- b) ASSIGN LINE AREAS/SIDES
- c) BRIEF THEM ABOUT WHAT TO LOOK FOR:
  - i) Throw-In's (2 feet on ground, on or behind touchline)
  - ii) Goal Kicks & Corner Kicks
  - iii) Ball Crossing over Goal Line for Goal
  - iv) Offside (stay parallel to 2<sup>nd</sup>-to-last defender, follow ball to goal line)
    - (1) Only with badged AR's, not “club linespeople”

**6) START OF GAME**

- a) HAVE CAPTAINS INTRODUCE EACH OTHER
- b) COIN TOSS
- c) WINNER OF TOSS CHOOSE DIRECTION THEY WILL ATTACK, LOSER OF TOSS KICKS OFF (*Turn teams in direction they will be going*)
- d) Record on game card who kicks off and the direction, so you'll remember for 2<sup>nd</sup> half.