

AYSO Region 10 Referee Course Plan

First Night

- U-6/U-8 1 Night Course
- U-6/U-8 Law Exam
- Receive Uniform
- End by 9:00ish

Second Night

- U-9/U-10 2nd Night
 - Referee & Assistant Referee Positioning, Free Kicks, Penalty Kicks, Offside, Fouls & Misconduct
- U-9/U-10 Law Exam
- Receive Uniform & Gear
- Begin 6:00 sharp, End by 9:30ish

U-6/U-8 Official Course

OBJECTIVES

Understand what to expect from U-8 players

Be able to perform pre-game duties

Know the parts of the field

Know the number of players in each age group

Recognize ball in and out of play

U-6/U-8 Official Course

OBJECTIVES

Understand method of scoring

**Know how to start,
when to stop
and how to restart play**

**Cursory understanding of fouls, misconduct
and free kicks**

U-6/U-8 Official Course

OBJECTIVES

Manage post-game situations

Comprehend the referee's facilitative role

Understand the AYSO Team concept

Understanding Younger Players



U-6 Players

Physical Characteristics

Early stages of development

**Can run, jump and skip,
but motor skills are still developing**

Lots of energy, but in bursts.

Can still tire easily

Can't sit still long

U-6 Players

Social/Emotional Characteristics

Craves praise and attention

Fearful of unknowns

Needs encouragement

Rapid and unpredictable mood changes

Disposition to telling tall tales

U-6 Players Thought/Cognitive Characteristics

**Lacks judgment regarding own
safety/abilities**

Does not think logically

Asks lots of questions

Fond of stories

U-8 Players

Physical Characteristics

Plays hard and works at playing hard

Sense of timing is developing

Eye-hand coordination has improved

Agility and endurance much better than U-6

U-8 can now balance on one foot

U-8 Players

Social/Emotional Characteristics

Starting to define likes and dislikes

Friendship is important

“Play” needs a purpose

Afraid of failure

Need for honest training

Starting to compare self to others

U-8 Players

Social/Emotional Characteristics

Self-esteem and self concept a big issue

Becoming more outgoing

Peer acceptance is very important

Quick to tattletale

Cooperative with adults

Interested in belonging to group

U-8 Players

Thought/Cognitive Characteristics

**Beginning to understand
moral rules of behavior**

Can solve some problems

Starting to grasp the Team concept

Understands the viewpoint of others

U-8 Players Thought/Cognitive Characteristics

Needs concrete reinforcement

Treats every little mistake as a major crime

**Rigidly interprets ideas of
justice and fair play**

Understanding Younger Players



**Implications for how
we officiate these games**

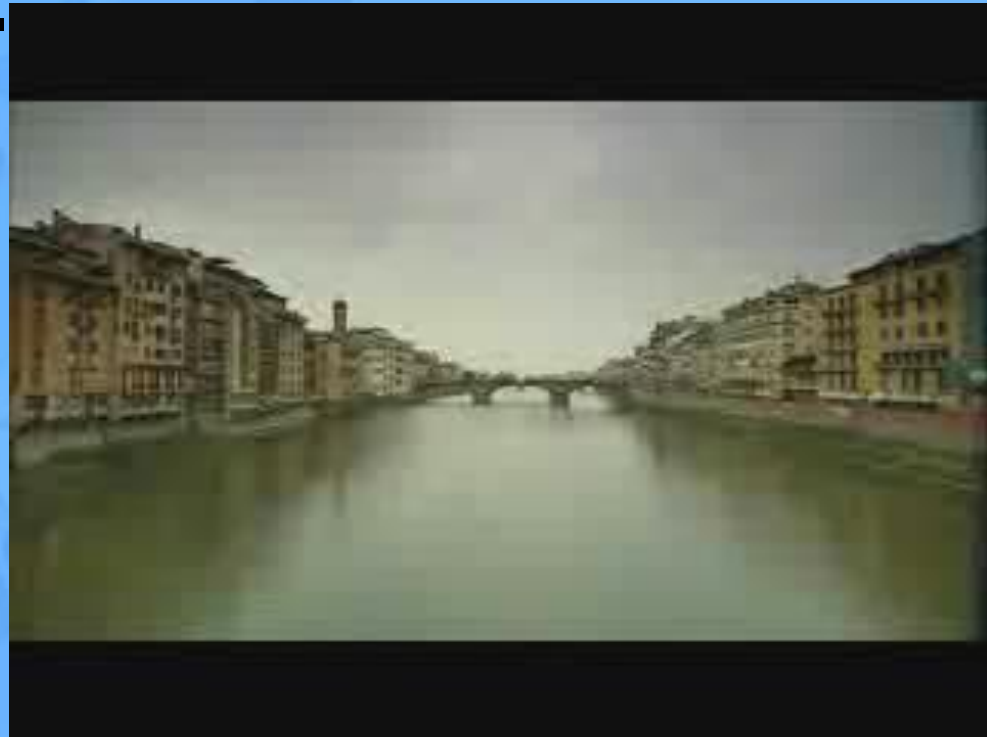
History of the Game

Soccer is known as Football outside the USA

Earliest “organized” game was called Calcio, played by the Romans.

It was very brutal.

But a heck of a lot of fun !!



History of the Game

The modern game dates from 1863 when the Laws of the Game were established at a London pub

Two factions split from one another.

One was Rugby.

**The other was Football
(soccer)**



History of the Game

FIFA (Federation International de Football Association) governs the worldwide game



USSF (United States Soccer Federation) is the national governing body

AYSO is a National Association member of USSF



History of the Game

The Laws of the Game can be summarized in three simple words:

Fun
Fair
Safe



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AYSO Philosophies

Open Registration

Balanced Teams

Everyone Plays

Positive Coaching

Good Sportsmanship

Player Development

AYSO Philosophies

Open Registration

Our program is open to all children between 4½ and 19 years of age who want to register and play soccer. Interest and enthusiasm are the only criteria for playing

Some of our regions even have VIP Programs that provide a quality soccer experience for those with physical or mental disabilities

AYSO Philosophies

Balanced Teams

Each year we form new teams as evenly balanced as possible – because it is fair and more fun when teams of equal ability play

AYSO Philosophies

Everyone Plays

Our program's goal is for kids to play soccer – so we mandate that every player on every team must play at least half of every game

AYSO Philosophies

Positive Coaching

Encouragement of player effort provides for greater enjoyment by the players and ultimately leads to better-skilled and better-motivated players

P I E

POSITIVE

INSTRUCTIONAL

ENCOURAGING

AYSO Philosophies

Good Sportsmanship

We strive to create a positive environment based on mutual respect rather than a win-at-all-costs attitude, and our program is designed to instill good sportsmanship in every facet of AYSO

AYSO Philosophies

Player Development

We believe that all players should be able to develop their soccer skills and knowledge to the best of their abilities, both individually and as members of a team, in order to maximize their enjoyment of the game.

AYSO Philosophies

Open Registration

Balanced Teams

Everyone Plays

Positive Coaching

Good Sportsmanship

Player Development



AYSO Team



AYSO Team

AYSO Team Rules

Work Together

Help Each Other

Protect Each Other

Do Our Best

Philosophy of Refereeing

The Laws of the Game are intended to provide that games should be played with as little interference as possible, and in this view it is the duty of the referee to penalize only deliberate breaches of the Law.

Constant whistling for trifling and doubtful breaches produces bad feelings and loss of temper on the part of the players and spoils the pleasure of spectators.

Philosophy of Refereeing

In the younger players' games, the referee is more of a friendly guide than policeman.

Young players that commit technical errors (like taking a restart improperly) generally should be given a second chance.

Young players should never be subjected to public humiliation.

Allow players to learn the game, like retrieving the ball if it leaves the field.

Checking for Learning

How many Philosophies does AYSO have?

SIX

Name three of the six AYSO Philosophies.

**Open Registration, Balanced Teams,
Everyone Plays, Positive Coaching,
Good Sportsmanship, Player Development**

**What acronym is used to describe how
coaches are to behave with their players?**

PIE

Checking for Learning

What does the acronym PIE stand for?

**Positive
Instructional
Encouraging**

How many members are on the AYSO Team?

THREE

Name two of the four AYSO Team rules.

**Work together, Help each other,
Protect each other, Do their best**

Checking for Learning

Which AYSO team member is the foundation of the program?

The Coach

What three words embody the Spirit of the Laws of the Game?

FUN FAIR SAFE

Should a young player who misbehaves be publicly disciplined as an example?

No

Dealing with Coaches/Spectators

Use the AYSO Team concept to enlist cooperation

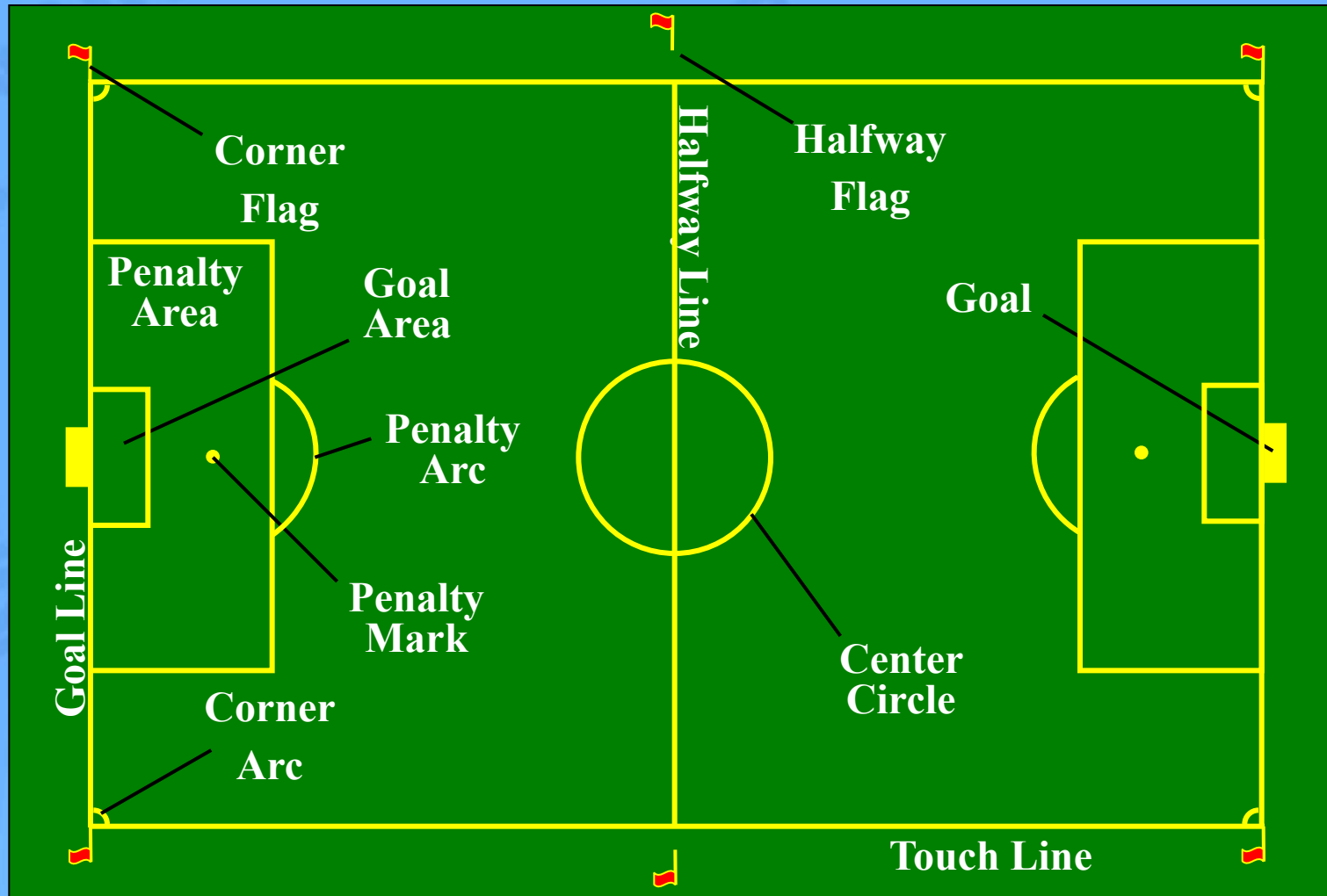
**Remain calm and professional
Maintain control of your emotions**

**Intervene early to prevent escalation
(A smile, wink or look can defuse a bad situation)**



**Keep adults focused
on creating an enjoyable
experience for the players**

Field of Play – “The Pitch”



Pre-game Duties and Activities

Arrive early

Check field and equipment

Introduce yourself to the Coaches

Check players equipment

Brief Assistant Referees

Conduct coin toss

Pre-game Duties and Activities

Arrive early

**At least 15 minutes prior to game time
(20-30 mins if first game of the day)**

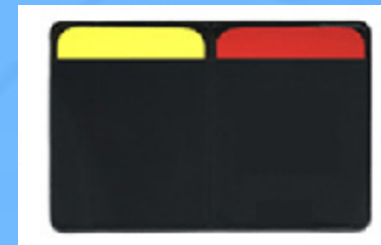
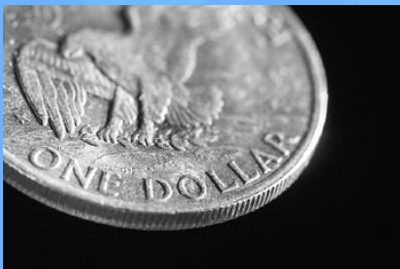
In proper uniform



Pre-game Duties and Activities

Arrive early

With required equipment



Pre-game Duties and Activities

Check Field and Equipment

Markings

Holes, glass, rocks, debris, etc.

Goals (properly secured)

Nets (secured, no holes/gaps)

Corner flags

**Ball (Size 3 for U6/U8,
Size 4 for U9 – U12)**



Pre-game Duties and Activities

Introduce yourself to the Coaches

Learn their names

**Be approachable
Not flippant, cold
or arrogant**



Pre-game Duties and Activities

Check players equipment

Team Uniform

Shirt, Shorts, Shoes, Socks, Shinguards

If thermal shorts are worn, they must be the same color as the shorts

Shinguards must be under the socks

Goalkeeper's shirt must be distinguishable from all other players and the referee

Pre-game Duties and Activities

Check players equipment

Nothing dangerous (in your opinion)

No jewelry, watches, earrings

No casts or splints (even if padded)

Knee braces are okay, but only if padded and safe to all players (in your opinion)

Medical alert bracelets may be worn, but must be secured to the player with tape, cloth wristband or something similar that is safe.

The Medical information must remain visible

Post-game Duties

**Collect the game ball and
return to owner.**

Supervise team handshake



Checking for Learning

During the safety inspection of the players, the referee notices that a player is wearing earrings. She explains that she had her ears pierced the previous day and if she removes the earrings the holes will close.

What should the referee do?

The referee should explain to the player that earrings are not permitted; if she wishes to play, she must remove them. The referee may choose to involve the coach.

Checking for Learning

In a U-8 game, the ball offered by the home team is a size 4 but otherwise acceptable. What should the referee do?

Point out to the team that provided the ball that it is the wrong size and ask for a size 3 ball. If the team cannot provide one, ask the other team for one. If no size 3 ball is available, play the match with a size 4 ball.

Checking for Learning

During the field inspection, the referee notices that a goal is being held in place by two bricks placed on the back of the structure. What should the referee do?

Bricks resting on the goal structure are not sufficient to anchor it securely. The referee should inform the coaches that the goals need to be securely anchored before the match can start.

Checking for Learning

It is not necessary to check the field prior to the start of the match if it is the last game of the day. (True/False)

False

Knee braces may be worn by a player. (True/False)

True, but only if padded and if it is safe for all players, in the opinion of the referee.

**Now that we've finished our
pre-game activities....**

How do we start the game?



Starting the Game

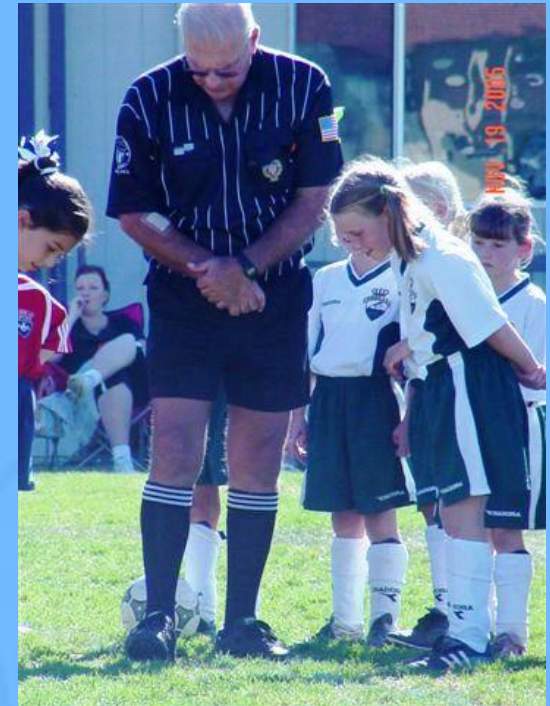
Conduct coin toss

Brief introduction (no long lectures)

Doesn't matter who tosses the coin or who calls it

Winner of the coin toss chooses which goal to attack

The other team takes the kick-off (switch sides at 2nd half kick-off)



Kick-Off

Verify the correct number of players on the field (no visible or audible counting).

U6 Games

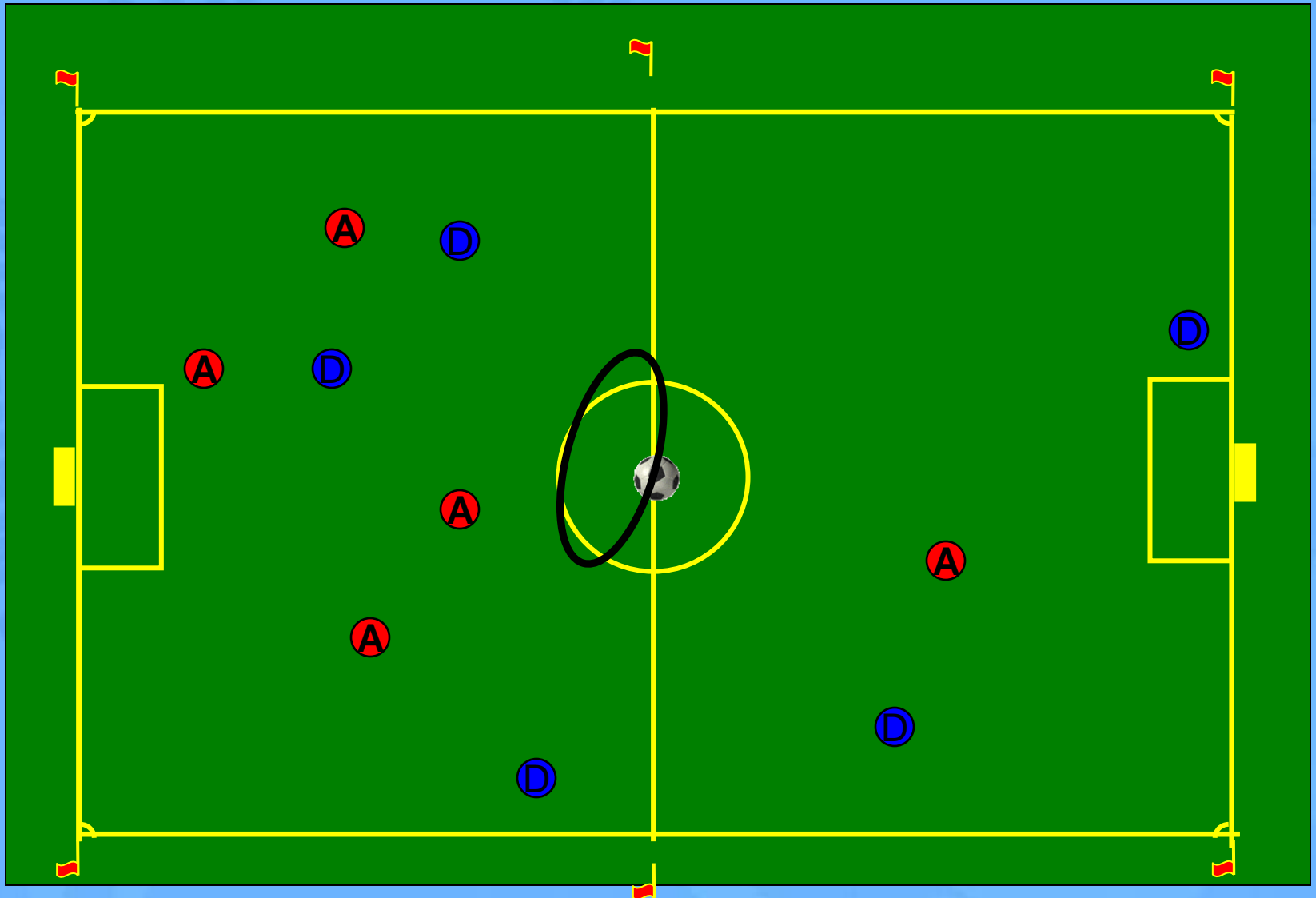
3v3 No goalkeeper

U8 Games

Check with Division Coord.



In an U-8 game, defenders must be 6 yds from the ball
All players must be on their own side





Kick-Off

The ball is stationary in the center of the field.

Referee blows whistle to start play.

**Ball is in play when kicked
and moves forward.**

If done incorrectly, do it over.

Keeping Time

Time starts when the ball has been put into play (kicked and moves forward).

The match consists of two equal periods.

The clock is stopped (or time added) for excessive time lost due to substitutions, time wasting or unusual delays.

The amount of time lost (if any) is determined by the referee.

Check Guidelines for your Division for adding time at breaks or not.

Checking for Learning

**The team that wins the coin toss
gets to choose _____ ?**

Which goal to attack

Where should the players be on a kick-off?

**Each team should be in its
own half of the field.**

**The team that is not taking the kick-off
must be outside the center circle.**

Stopping the Game

There are seven reasons to stop play:

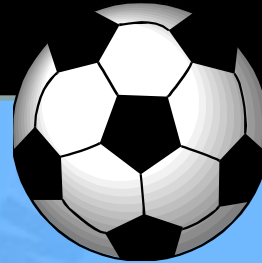
- 1. Ball goes out of play**
- 2. The referee deems it necessary**
- 3. Goal is scored**
- 4. Foul is committed**
- 5. Injury**
- 6. Substitution (Quarter-Break)**
- 7. Halftime / End of Game**

The lines of the field are part of the area they define:

In Play



In Play



In Play



Out of Play

IN

OUT

Either in the air or on the ground

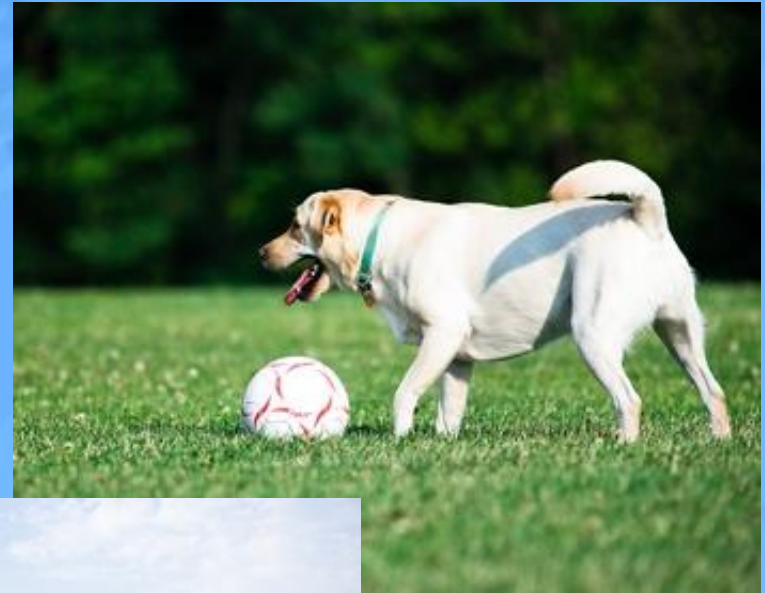
**The ball's position determines
whether it is in or out of play;**

Not the player's position



Play is stopped when the referee deems it necessary

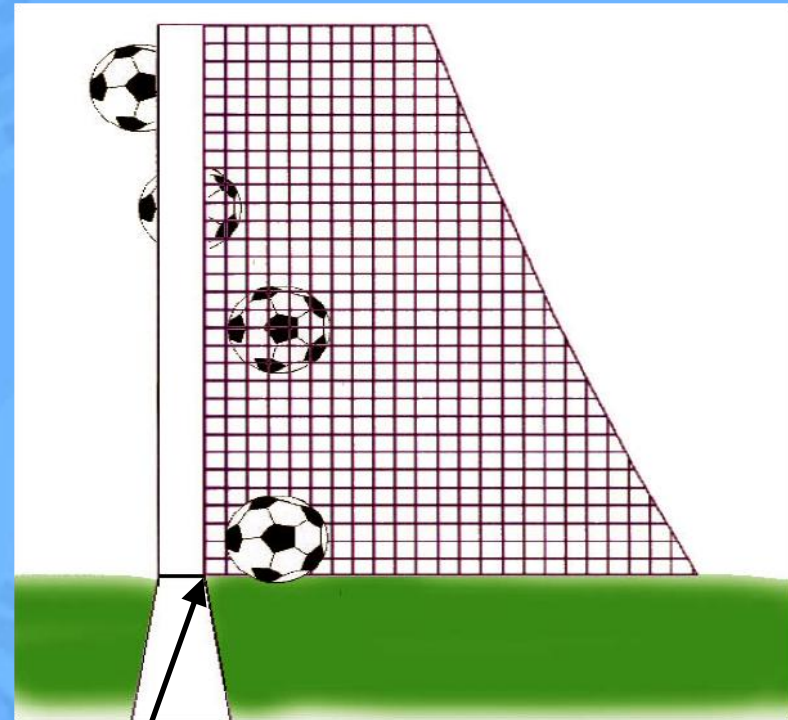
**Sometimes there are
outside influences that
make it necessary to
stop play.**



Play is stopped when a goal is scored

When the ball crosses wholly over the goal line, between the goalposts and beneath the crossbar.

It does not matter which team put it there.



(Note the correct post positioning.)



**Play is stopped when
a foul is committed**

**This is something that is
unsafe or unfair or that
lessens the enjoyment of
the participants.**

The fouls that most commonly occur in U-8 and younger age groups include:

- **Kicks an opponent**
- **Trips an opponent**
- **Pushes an opponent**
- **Holds an opponent**
- **Handles the ball deliberately (*)**
- **Plays in a dangerous manner**

Play is stopped for injuries ANYTIME IMMEDIATELY



**In younger players'
games it's better to
err on the side of
caution**

Play is stopped for injuries

Blood on clothing must be neutralized.

Blood on the body must be removed.

This is the coach's responsibility



Play is stopped for substitutions

There are four opportunities for substitutions during a regulation match:

- 1. Injury**
- 2. Approx. midway through the first half (quarter-break)**
- 3. Halftime**
- 4. Approx. midway through the second half (quarter-break)**

Play is stopped at the end of the first half and at the end of the game



Checking for Learning

When can the referee stop play for an injury?

Anytime

Immediately

A player dribbling the ball steps over the line. The ball is out of play. (True/False)

False. It's the position of the ball (not the player) that determines whether the ball is in play or not.

Checking for Learning

Is this ball IN or OUT of play?

OUT

IN



IN Play

Checking for Learning

How many substitution opportunities are there in a regulation match?

Four

Name them

Approx. midway through the first half

Halftime

Approx. midway through the second half

Injury

Checking for Learning

A player is injured and leaves the field (with the referee's permission). What are the coach's substitution options?

- 1. The team can play short until the player returns to the field (with the referee's permission); or**
- 2. A substitute can replace the injured player.**

Checking for Learning

A player is injured and leaves the field (with the referee's permission). The coach decides to substitute the injured player. Which player gets credit for the "quarter"?

The player that started the "quarter".

Checking for Learning

If the boundary line of the field is a rut in the grass and the ball gets caught in the rut as it rolls, is it in play?

Yes. The lines are a part of the area they define. The ball remains in play until the entire ball crosses the entire line.

Checking for Learning

According to the National Rules and Regulations, what is the minimum amount of time each team member must play?

Half the game (two “quarters”)

Region 10: 3 “quarters”

Restarting the Game

For some reason, the game has been stopped.
(Injury, goal, foul, ball out of play, etc.)

**How do we
restart play?**



Restarting the Game

THROW-IN

When the ball passes out of play over a touch line, play is restarted with a **Throw-in**.

The throw is taken by the opponents of the team that last touched the ball.

The throw is taken from the approximate point on the line where the ball left the field.

Restarting the Game

THROW-IN

At the moment of delivering the ball, the thrower must:

- **Face the field of play;**
- **Have part of each foot touching the ground either on or behind the line; and**
- **Use both hands to deliver the ball from behind and over the head.**



Restarting the Game

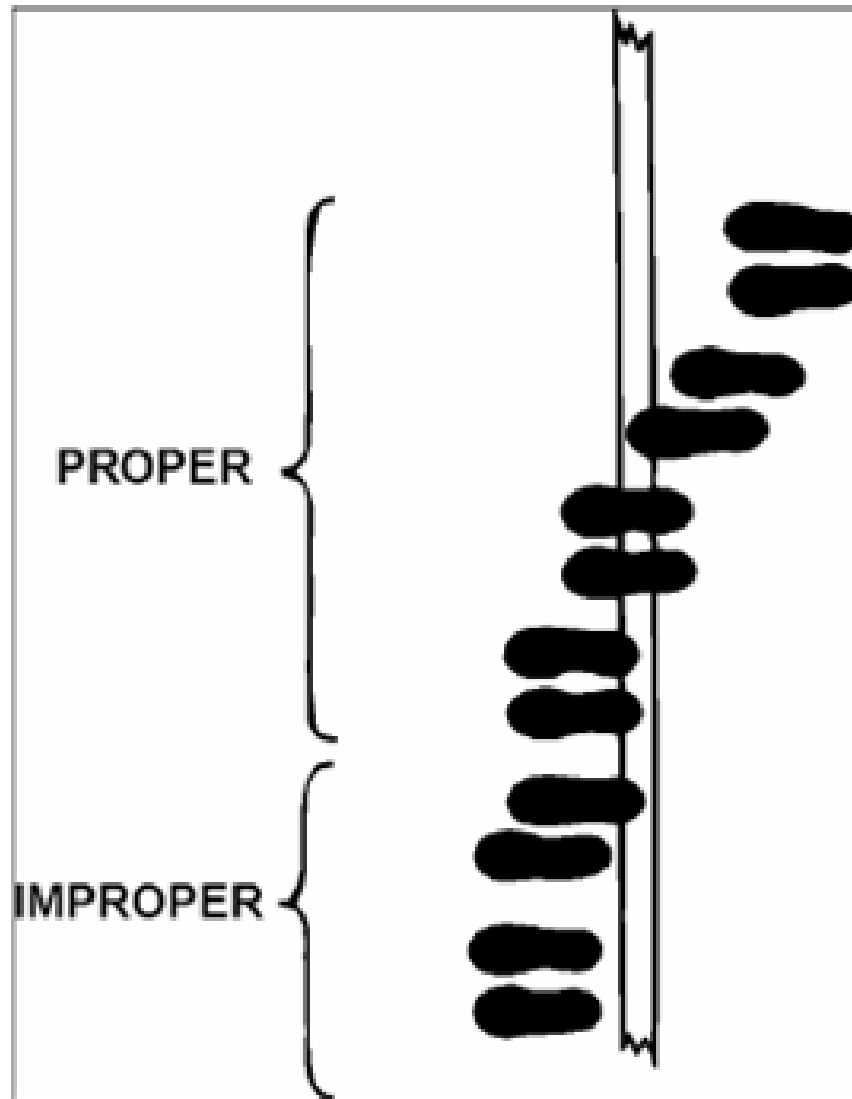
THROW-IN

- The ball is in play as soon as released and any portion of it is on or over the outside edge of the touchline.
- Opposing players must be at least 2 yds. from the point of the throw-in.
- A goal may not be scored directly from a throw-in.



THROW IN – FEET PLACEMENT

(Visual)



Restarting the Game THROW-IN



A second throw-in should be allowed in U-8 games if the first attempt is not properly performed.

If the second attempt is not successful, let it go.

Restarting the Game

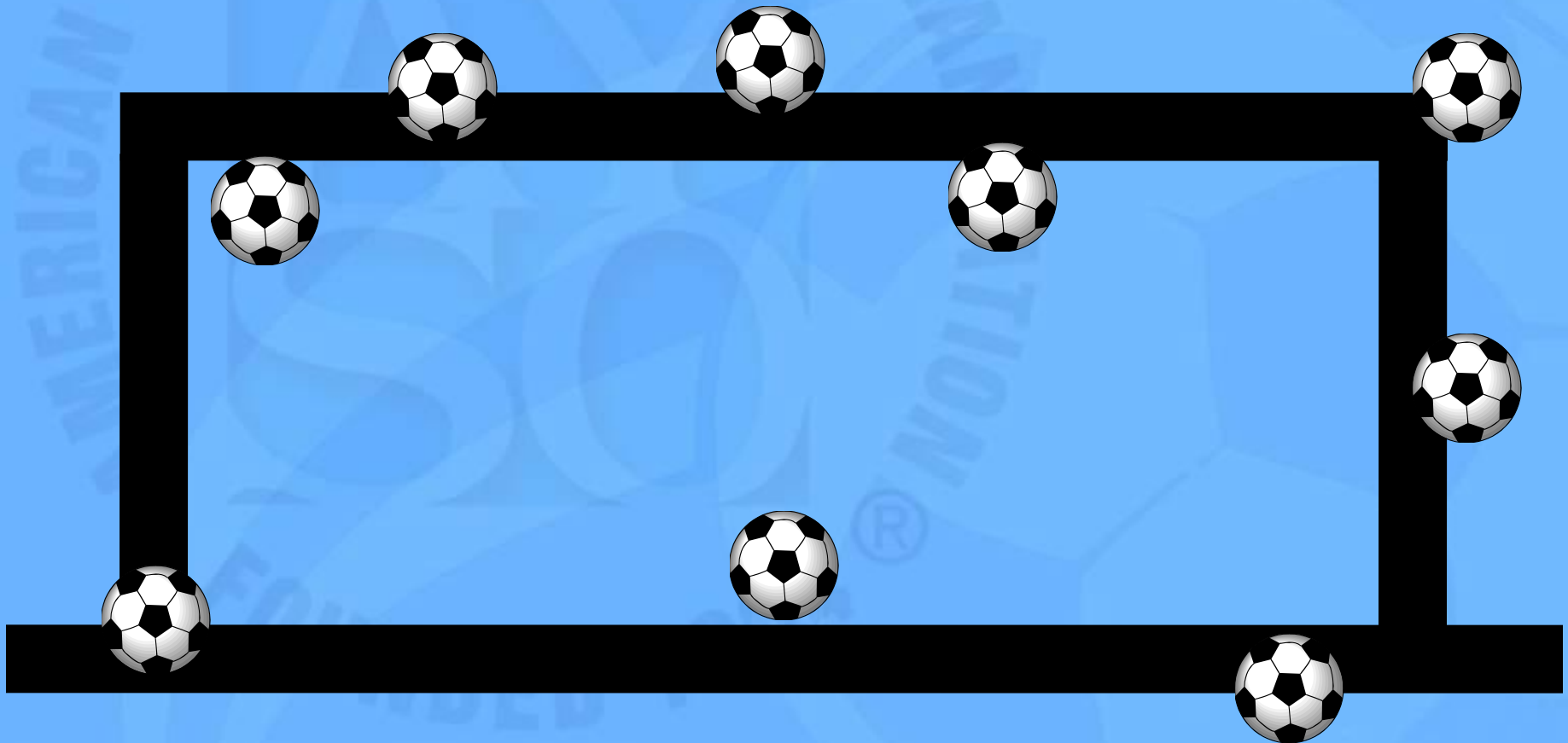
GOAL KICK

When the whole ball passes over the goal line, last touched by an attacker (not a goal), play is restarted with a Goal Kick for the defending team.

The ball is placed anywhere in the goal area.

GOAL KICK

All of these balls are legally placed within the goal area.



Restarting the Game

GOAL KICK

The ball is in play when it leaves the penalty area into the field of play

The kicker cannot touch the ball a second time until it's touched by any other player.

A goal can be scored directly from a goal kick, but only against the opposing team.

Restarting the Game

CORNER KICK

When the whole ball passes over the goal line, last touched by a defender (not a goal), play is restarted with a Corner Kick for the attacking team.

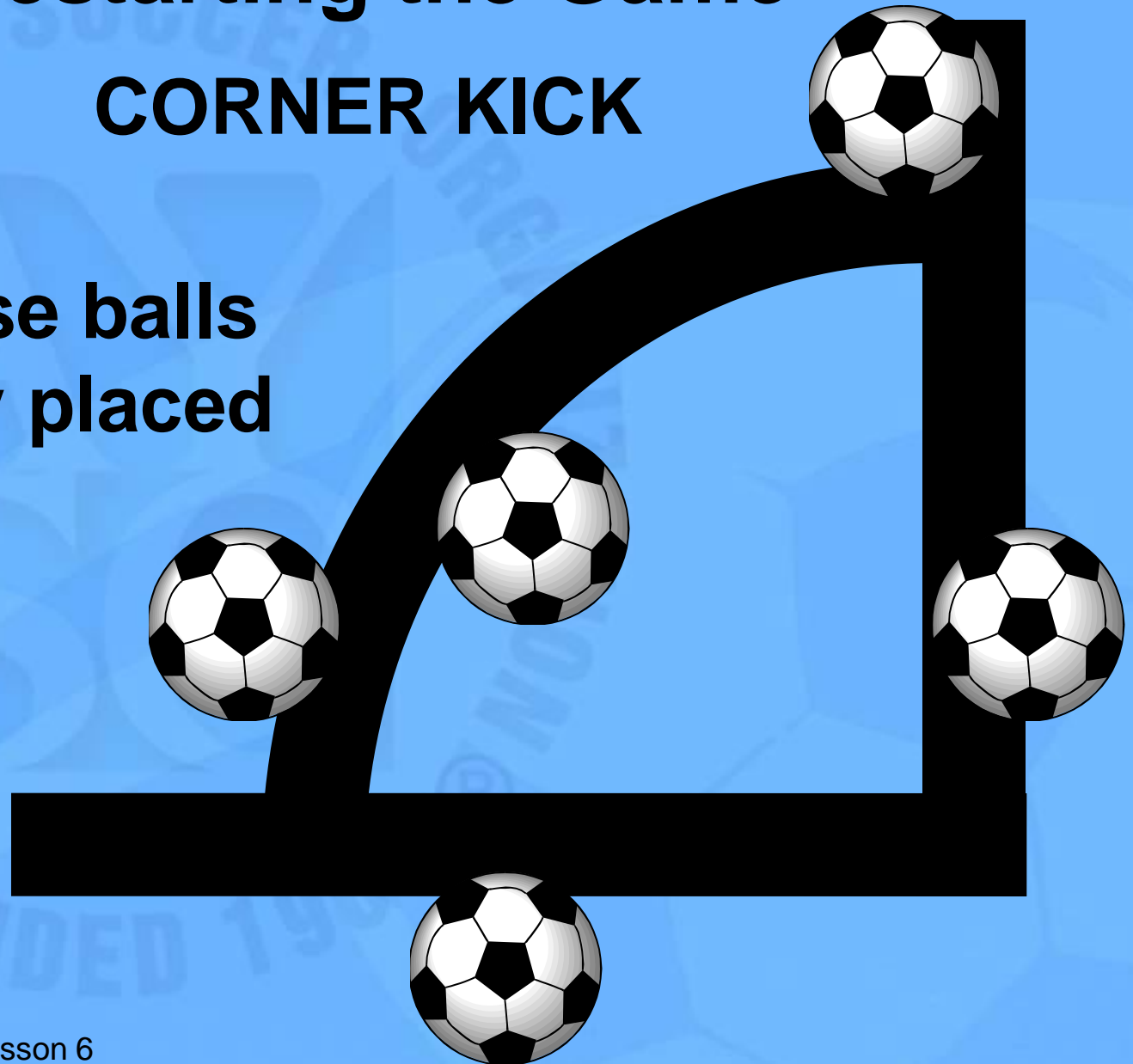
The ball is placed anywhere within the closest corner arc area.



Restarting the Game

CORNER KICK

**All of these balls
are legally placed**



CORNER KICK

In an U-8 game, players from the opposing team must be at least 6 yds. from the ball.

The ball is in play when it is kicked (with a kicking motion) and moves. It does not have to leave the corner arc area.

The kicker cannot move the corner flag.

A goal can be scored directly from a corner kick.

Restarting the Game

FREE KICKS

A way to restart play when the Referee has stopped play because of a foul.

**The free kick is taken from the location of the foul, but no closer than 6 yds. from the opposing team's goal.
(In U-6/U-8 all are
“Direct Free Kicks”)**



- All opponents must be at least 6 yds. from the ball.
- In play once it is kicked (with a kicking motion) and moves.
- A goal can be scored directly from a free kick.



Restarting the Game

FREE KICKS

**The kicker may
not touch the ball
a second time
until it has
touched another
player. (*)**



*** Applies to all restarts except a dropped ball.**

Restarting the Game

DROPPED BALL

**A way to restart play for
an unusual but neutral reason.**

Examples:

Injury

Dog on the field

Stray ball on the field



DROPPED BALL

The referee drops the ball where it was when play was stopped.

The ball is dropped from the players' waist height.

The ball is in play when it hits the ground.

If a player kicks the ball before it hits the ground, the ball is dropped again.

DROPPED BALL

Usually 1 player from each team, but no requirement for this.

If a dropped ball is kicked directly into a goal, the goal doesn't count:

- Opponents goal: Restart with Goal Kick**
- Team's own goal: Restart with Corner Kick**

Checking for Learning

The ball goes completely over the touch line, last touched by an attacker.

What is the restart?

Throw-in for the defending team

The ball goes completely over the goal line (not a goal), last touched by a defender.

What is the restart?

Corner Kick

Checking for Learning

**Is this ball legally placed
for a corner kick?**

Yes



Checking for Learning

How many players must be present for the taking of a dropped ball?

There is no requirement

The ball goes completely over the goal line (not a goal), last touched by an attacker. What is the restart?

Goal Kick

AYSO Policies

- To present a healthy, athletic environment for players, no one may consume alcoholic beverages or use tobacco products during practices or games or in the immediate vicinity of the soccer fields.**
- Clear the fields during and 30 minutes after any thunder or lightning.**
 - If you can hear it – fear it, if you can see it - flee it.**

**In AYSO,
It's about *more*
than the game !**



AYSO Region 10 Referee Course Plan

First Night

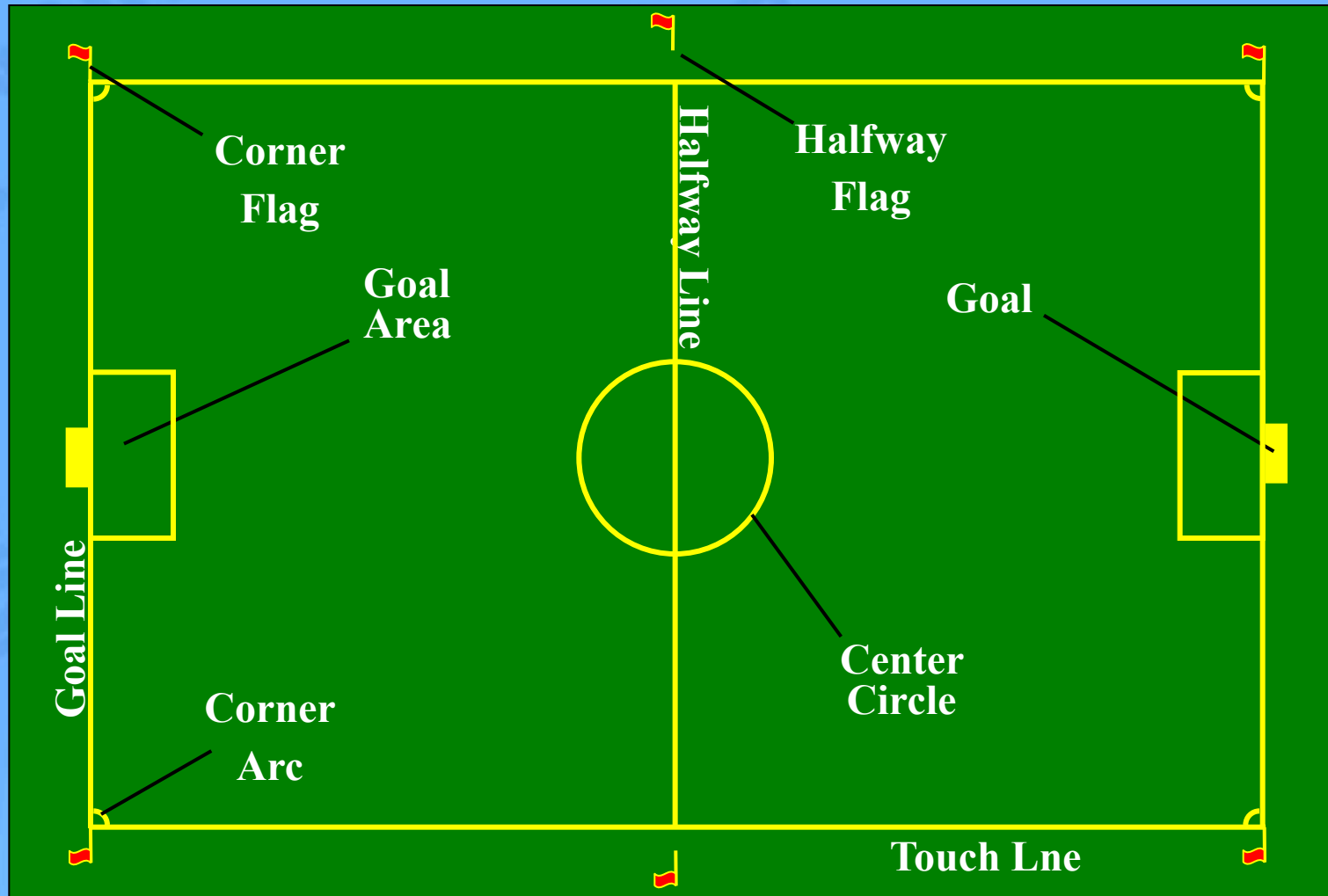
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- THANK YOU!

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Unused Slides follow here

Field of Play for U-8 Games



Pre-game Duties and Activities

Brief Assistant Referees

Club Linesmen:

Non-neutral

Explain expectations;

Put at ease

Only call in/out of play

**Raise flag straight up when ball has
gone completely over the line.**

