



**BRUNSWICK  
SOCCER CLUB**

**Brunswick Soccer Club  
Referee Guidelines  
House Program**

Revised: January 2009

# **Table of Contents**

Make the Right Impression .....	3
General Rules .....	4
FIFA Laws of the Game .....	5
Age Specific Guidelines .....	7
Summary Page .....	8
NHHS Referee Signals .....	9
Payment Procedure .....	10
Problem Solving .....	11
Contact Information .....	12

# **Make the Right Impression**

Making a good impression is very important and can influence the outcome of events during a game. The coach controls the players and the referee controls the game. There are several factors that contribute to the impression that the players, coaches and spectators have of the referee. Below are the ABC's of making a good impression.

## **Appearance**

- **Wear your gold referee shirt, black shorts and black socks when you referee. If it is cold or raining, you can wear warm-ups.**
- **Wear cleats.....you will be running.**
- **Do not wear any jewelry! Referees should set a good example for players.**
- **Make sure that your hair is neat and secured so that it doesn't obstruct your view.**
- **Stand with good posture and use clear, visible hand and arm signals when you make calls.**

## **Be Prepared**

- **Make sure that you have a whistle and a watch, preferably a stop watch.**
- **Bring a water bottle to the game.**
- **Look over the rules that are specific to the age group you are refereeing before you arrive.**
- **Arrive at the field 5-10 minutes before the scheduled start time of the game. This lets the coaches know that you are responsible.**
- **Start the game promptly at the scheduled time.**

## **Communication**

- **Before the start of the game, walk over to the coaches, shake hands and identify yourself as the referee.**
- **Let the coaches know the length of the play periods that you are going to call in the game. For example, in U8's, "We will be playing 4- twelve minute quarters."**
- **Remind the coaches to have their players remove all jewelry before play begins. No earrings, rings, bracelets or necklaces can be worn during the game. Shin guards need to be worn inside of socks.**
- **Use a loud, clear voice when you make a call so that everyone can hear you.**
- **Blow your whistle loudly to stop play.**

The more confident you appear, the more confidence players, coaches and spectators will have in your calls. The more confidence they have in you as a referee, the less they will question your calls.

## General Rules

The following rules apply to all age groups:

1. Play shall be stopped immediately when a player is injured. Coaches should wait for the referee to stop play before assisting the injured player.
2. **No jewelry** can be worn during the game. This includes necklaces, bracelets, rings, and earrings. Earrings can **not** be worn with tape over them.
3. **Shin guards must be worn by all players.** Shin guards need to be worn inside of the socks to prevent injury to other players.
4. No playing of soccer (games or practices) is allowed during lightening storms. No playing until 30 minutes after the last lightening strike.
5. If a player wears shoes with cleats or spikes, the cleats or spikes must be rounded with no sharp edges and be constructed of rubber or other pliable material. Metal and hard plastic cleats or spikes are not permitted.
6. Players must be “on their feet” when playing the ball. Sliding kicks or kicking the ball while down on the ground will be considered dangerous play.
7. Player substitutions are allowed by either side at any time there is a stoppage in play.
8. Players may reenter the game any number of times.
9. The referee can allow the players additional water breaks in hot weather.



# FIFA Laws of the Game

1. Field of Play – For house league, the field of play has already been set for you.
2. The Ball – U8’s size 3, U10’s size 4, U12 size 4, U14 size 5
3. The Number of Players – Please see the section on age specific guidelines
4. The Players Equipment –
  - Jersey or shirt
  - **Shin guards must be worn by all players.** Shin guards need to be worn inside of the socks to prevent injury to other players.
  - If a player wears shoes with cleats or spikes, the cleats or spikes must be rounded with no sharp edges and be constructed of rubber or other pliable material. Metal and hard plastic cleats or spikes are not permitted.
5. The Referee- The ref’s have full authority to enforce the laws of the game.
6. The Assistant Referees – As there are no assistant referees in the house league, this law will not affect you.
7. The Duration of the Match – Please see section on age specific guidelines.
8. The Start and Restart of Play - A kick off at the start of each period and after every goal.
9. The Ball In and Out of Play – A ball is out when the **WHOLE** ball has crossed the line.
10. The Method of Scoring - A goal is scored when the **WHOLE** ball crosses the goal line.
11. 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.”

## 12. Fouls and Misconduct -

*Direct Free Kicks are awarded when a player*

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately (except for the goalkeeper within his own penalty area)

*Indirect Free Kicks are awarded when a player*

- Plays in a dangerous manner
- Impedes the progress of an opponent
- Prevents the goalkeeper from releasing the ball from his hands

*Indirect Free Kicks are awarded when a goalkeeper*

- *Touches the ball with his hands after he has received it directly from a throw-in from a team-mate*
- *Touches the ball with his hands after it has been deliberately kicked to him by a team-mate*
- *Takes more than six seconds while controlling the ball with his hands before releasing it*
- *Touches the ball again with his hands after it has been released from his possession and has not touched any other player*

13. Free Kicks – Direct free kicks may go directly into the goal. Indirect free kicks must touch another player before going in the goal. All opponents must be 10 yards away from the ball at the time of the kick.

14. The Penalty Kick – A penalty kick is awarded against a team when a player commits a direct kick offense in their own penalty box area. The goal keeper must be on his goal line. The other players must be lined up outside the box with the player taking the kick at the penalty mark.

15. The Throw-In – Throw-ins are awarded at the point the ball crosses the line to the opponents of the player who last touched the ball before it crossed the line.

16. The Goal Kick – A goal kick is awarded after the ball, being touched last by an attacking player, crosses the back line.

17. The Corner Kick – A corner kick is awarded after the ball, being touched last by a defending player, crosses the back line.

For more detailed information on all aspects of the game consult *Laws of The Game 2006/2007*.

# Age Specific Guidelines

## Under 8 (U8) age group:

1. Length of game: (4) - 12 minute periods
2. Size of soccer ball used: 3
3. Maximum number of players (per team) on the field at one time: 8 Dual field system.

Note: Dual Field method

Two quarters of play for squads 1 vs 1 and 2 vs 2 and the second half would be two more quarters of play for squads 1 vs 2 and 2 vs 1. If, on game day, fewer than 10 players on one team are available for a match, then coaches, at their discretion, may switch play to 3 vs 3 or limit play to one 4vs 4 game, and/or reassign players so that playing time can be balanced.

4. The general rules of FIFA are followed with the following exceptions:
  - No off-sides (unless blatant)
  - No direct penalty kicks; indirect kicks are taken
  - Handballs are only called if blatant
5. Goal kicks are taken from the top of the penalty box, not the goal box. The opposite team must be 10-12 yards away when the kick is taken.

## Under 10 (U10) age group:

1. Length of game: (4) - 15 minute periods
2. Size of soccer ball used: 4
3. Maximum number of players (per team) on the field at one time: 6.
4. The general rules of FIFA are followed including off-sides and direct penalty kicks.

## Under 12 (U12) and above age groups:

1. Length of game: (2) - 25 minute periods
2. Size of soccer ball used: 4
3. Maximum number of players (per team) on the field at one time: 8.
4. The general rules of FIFA are followed including off-sides and direct penalty kicks.
5. Throw-ins are **NOT** retaken if thrown incorrectly.

## Under 14 (U14) and above age groups:

1. Length of game: (2) - 25 minute periods
2. Size of soccer ball used: 4
3. Maximum number of players (per team) on the field at one time: 11.
4. The general rules of FIFA are followed including off-sides and direct penalty kicks.
5. Throw-ins are **NOT** retaken if thrown incorrectly.



### RULES SUMMARY FOR SPECIFIC HOUSE AGE GROUPS

	U8	U10	U12	U14
Length of Game	(4) 12 minute periods – 5 minute half – 2 minute quarter breaks	(4) 12 minute periods – 5 minute half – 2 minute quarter breaks	(2) 25 minute periods – 5 minute half	(2) 25 minute periods – 5 minute half
Ball Size	3	4	4	5
Number of Players	Dual 4v4 – no goalkeeper	6v6 - includes goalkeeper	8v8 - includes goalkeeper	11v11 - includes goalkeeper
Offsides	No	Yes	Yes	Yes
Direct Kicks	No	Yes	Yes	Yes
Penalty Kicks	No	Yes	Yes	Yes
Throw-Ins Retaken	Yes	Yes	No	No














#### **Club Officials (Referees):**

- A. YOU have the last word on the field,
- B. YOU have the full backing of the Board of Directors through the Referee Coordinator,
- C. YOU are in full control of the field of play which includes the sidelines, players, coaches and parents on the sidelines,
- D. YOU are not expected to be perfect just to do your best.

#### **Dangerous or Unplayable Field Conditions:**

1. No games or practice are allowed during lightning storms.
2. YOU must get coaches, players and spectators off the field if lightning is spotted.
3. No playing until 30 minutes after the last lightning strike.
4. Games are only cancelled / postponed on the field at the start of the game by YOU.
5. Games will be canceled only by the YOU the game's referee.
6. Fields will only be closed by the Field Director/Committee.
7. Games will not be rescheduled without the knowledge and approval of the Scheduling Director who will notify the Referee Director a referee is needed for the rescheduled time.

## Soccer Referee Hand Signals

 <p><b>Caution or Expulsion</b> Referee holds Yellow card Or Red card above head'</p>	 <p><b>Play On / Advantage</b> Referee indicates with his hands That the Advantage Rule Applies and play should continue</p>	 <p><b>Direct Free Kick</b> Referee points in The direction of kick</p>	 <p><b>Indirect Free Kick</b> Referee raises his hand Until ball is kicked And Touched by another player</p>	 <p><b>Goal Kick</b> Referee points to a corner Of goal area from Which kick is to be taken</p>	 <p><b>Corner Kick</b> Referee points towards corner Of the field from which Kick is to be taken</p>	 <p><b>Goal Kick</b> Assistant Referee Points his flag at goal area From which kick Is to be taken</p>
 <p><b>Penalty Kick</b> Referee points To penalty mark From which kick Is to be taken</p>	 <p><b>Substitution</b> Assistant Referee Signals to the referee By holding his flag Overhead with both hands</p>	 <p><b>Throw-In</b> Assistant Referee Holds The flag out To his side, Pointing in the direction The throw is To be taken</p>	 <p><b>Corner Kick</b> Assistant Referee Points his flag At corner area From which kick Is to be taken</p>	 <p><b>Offside</b> Assistant Referee Points his flag straight up Above his head To signal offside Violation to the referee</p>	 <p><b>Offside Location</b></p>	<p>After Assistant Referee Signals offside, He then shows location of infraction By holding his flag out In front of him -- flag held high Indicates infraction occurred At far side of the field, Middle = center of field, Low = side of field nearest to him</p>

## **Payment Procedures**

To prevent the problem of Referees not being paid, the following policy is being tested.

- You will be paid by check.
- You will be paid 15.00/game.
- You will fill out a voucher and have a coach from the game you ref sign it.
- You will submit your voucher to be put in the Referee Box at the concession stand anytime it is open.
- The Referee Coordinator will pick up the vouchers on specific dates to be turned into the club for payment.
- The Referee Coordinator will put the checks in the Referee Box at the concession stand on specified dates. These dates will be two weeks after the pick date.
- You will be paid according to the signed vouchers you submit prior to the voucher pickup date.
- You will need to sign a log at the concession stand when you receive your check.
- Voucher due dates and Pay Dates for the season will be emailed with your schedule.
- If you do not get paid or are missing a check that is due for a particular pay cycle, contact the Referee Coordinator IMMEDIATELY. The quicker we are alerted to a problem, the easier it is to track down the mistake.

# Problem Solving

You, the referee control the game. It is important to know what to do if there is a problem.

**1. What if one team is short players at the start of the game?**

Start the game on time. Let the coaches know at the beginning of the game that since one team has a shortage, the number of players on the field will be less. For example, “Coach, since the other team only has 7 players right now, let’s play 7 v 7.” Coaches want to be fair, so they should be in agreement with this.

**2. What if one team is short players and the other coach won’t agree to play down?**

We don’t want referees to get into an argument with a coach. If you suggest playing down and the other coach refuses, allow him/her to field the maximum number of players and report this to the Referee Coordinator after the game.

**3. A coach yelled out comments at you because he/she disagreed with a call you made.**

A coach can ask you to explain a call that you make during a period in between play if he or she didn’t see the play or needs clarification. It is OK if a coach has a question. Some coaches are new and may need clarification about rules /calls. If a coach yells at you or makes inappropriate comments to you during or after a game, notify Referee Coordinator, right away.

**4. You realize that the call that you made initially may have been incorrect.**

Once you make a call, you can’t take it back. Just move on with the game. If you have a question about a rule, see the Referee Coordinator or Referee Instructor.

**5. What happens if I show up to referee a scheduled game but neither team shows up?**

Coaches are asked to contact the Referee Coordinator if their team is not able to make a game or needs to reschedule. Once in a while, this fails to happen. If you arrive at the field and no one from either team shows within 15 minutes of the scheduled start time, you can leave. Contact the Referee Coordinator immediately after this happens. You will still get paid.

**6. What happens if I show up to referee a scheduled game and only one team shows up?**

Talk to the coach who is there. Offer to referee a scrimmage if he/she wants the kids on their team to practice. Contact the Referee Coordinator right away. You will still get paid.

**7. What happens if I can not make it for whatever reason?**

- If for some reason, you are not able to referee, **contact the Referee Coordinator IMMEDIATELY!**
- If you do not show up to referee a scheduled game and do not call the Coordinator ahead of time, **you will be taken off the schedule.**
- It is your responsibility to find a replacement, if you can not make it for whatever reason.** You will all have a list of all the other referees, so there should be no problems.
- If you are not able to find a replacement, you need to be there.**

**8. Other problems or unusual events not already covered.**

Contact the Referee Coordinator. I want to know if you are having problems or concerns. I am available to help.

## **Contact Information**

### **Referee Coordinator**

Home Phone

Cell Phone

E-mail

Tracey Carroll

238-1174

248-0696

[Happycat@nycap.rr.com](mailto:Happycat@nycap.rr.com)