

National Referee Program



Regional Referee Course

Teaching Objectives

AYSO team concept

Understanding 12U & younger players

Manage pre-game duties

Learn the different parts of the field



Teaching Objectives

Number of players in each age division and games

Recognize ball in and out of play

How to start play

When to stop play

How to restart play



Teaching Objectives

Basic fouls and misconduct

Basic Offside knowledge

**Appropriate referee and
assistant referee signals**

Manage post-game situations



AYSO Vision

**To provide world class
youth soccer programs that
enrich children's lives.**



AYSO Mission

**To develop and deliver
quality youth soccer programs
which promote a fun,
family environment
based on our AYSO
Six 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.**



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.**



Open Registration

Our program is open to all children between 4½ and 18 years of age who want to register and play soccer. Interest and enthusiasm are the only criteria for playing.



Positive Coaching

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

POSITIVE
INSTRUCTIONAL
ENCOURAGING



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.

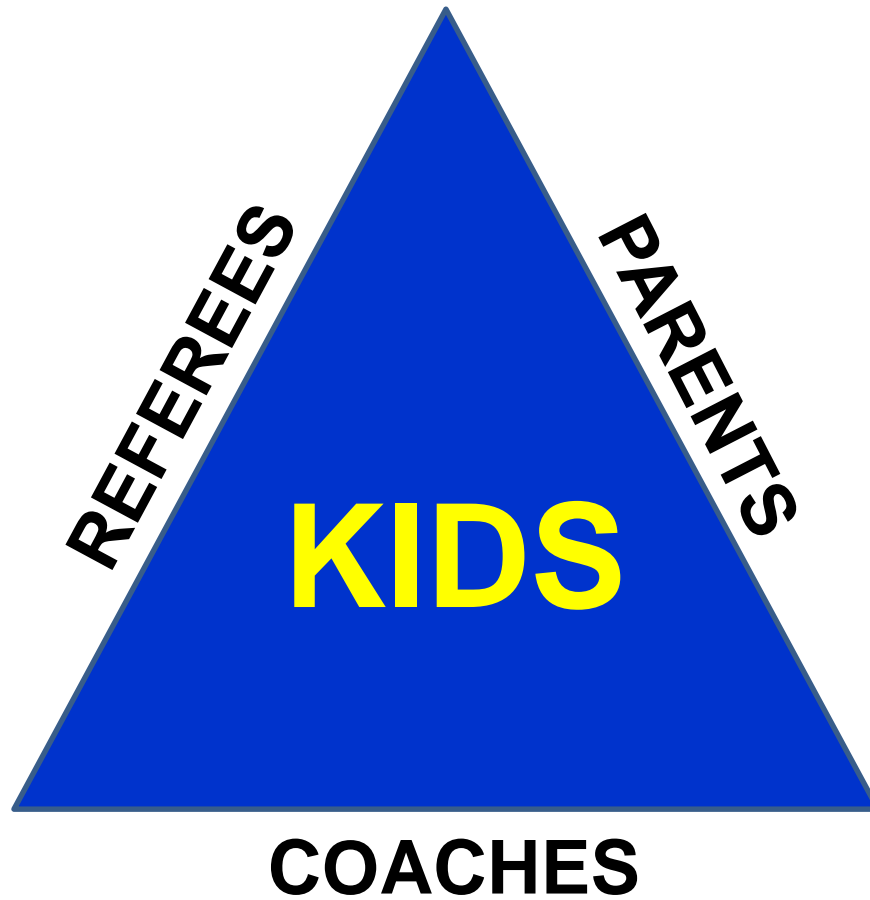


Player Development

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 Team



AYSO Team

Rules:

Work Together

Help Each Other

Protect Each Other

Do Our Best



History of the Game

Soccer is known as Football outside the USA.

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

It was brutal... but a lot of fun!



History of the Game

The modern game dates from 1863 when the Laws of the Game were established in London.



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.



US Soccer is the national U.S. governing body.



AYSO is a National Association member of US Soccer.



Spirit of the Game

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

Safe

Fair

Fun



Laws of the Game (LOTG)

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.



Spirit of the Game

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.

Decisions made by match officials
must always be respected.



Philosophy of Refereeing

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

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



Philosophy of Refereeing

Young players should never be subjected to public humiliation.



Checking for Learning

How many Philosophies does AYSO have?

SIX

Name three of the 6 Philosophies.

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



Checking for Learning

Name 2 of the 4 AYSO Team Rules

Work Together

Help Each Other

Protect Each Other

Do our 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?

SAFE FAIR FUN



Understanding Young Players



Implications for how
we referee these games



6U 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 for a long time



6U Players

Social/Emotional Characteristics

Craves praise and attention

Fearful of unknowns

Needs encouragement

Unpredictable rapid mood change

Disposition to telling tall tales



6U Players

Thought/Cognitive Characteristics

Lacks judgment regarding own safety/abilities

Does not think logically

Asks lots of questions

Fond of stories



8U Players

Physical Characteristics

Play hard & works at playing hard

Sense of timing is developing

Improved eye-hand coordination

Better agility/endurance than 6U

8U can now balance on one foot



8U Players

Social/Emotional Characteristics

Starting to define likes & dislikes

Friendship is important

“Play” needs a purpose

Afraid of failure

Need for honest training

Start comparing self to others



8U Players

Social/Emotional Characteristics

Self-esteem and self concept are big issues

Becoming more outgoing

Peer acceptance is very important

Quick to tattletale

Cooperative with adults

Wants to belong to a group



8U Players

Thought/Cognitive Characteristics

Beginning to understand moral rules of behavior

Can solve some problems

Starting to grasp Team concept

Understands viewpoint of others



8U Players

Thought/Cognitive Characteristics

Needs concrete reinforcement

Treats every little mistake as a major crime

Rigidly interprets ideas of justice and fair play



10U Players

Physical Characteristics

More interested in competitive activities

More interested in improving skills

Attention span is increasing

May accept a physical touch, but some will begin to reject it



10U Players

Social/Emotional Characteristics

Group acceptance is important

Wants to be liked

Feelings are easily hurt

May blame others to explain their own mistakes

Needs reinforcement



10U Players

Thought/Cognitive Characteristics

Can recall details with accuracy

Can understand the concept of cause and effect

Enjoys attention but their reaction to praise may be more subdued

Still takes what is said quite literally



12U Players



12U Players

Physical Characteristics

Still somewhat uncoordinated

Soccer skills are being refined

Social/Emotional Characteristics

Children are transitioning from childhood into adolescence

Strong need for recognition from fellow players



12U Players

Thought/Cognitive Characteristics

Difficult to control emotions under pressure or adverse conditions

Less regard for adult values

Mental/Physical skills start balancing

Self-critical so referees must be positive in their approach



Pre-game Duties & Activities

Arrive early... why?

At least 30 minutes prior to game

Wear a proper uniform



Pre-game Duties & Activities

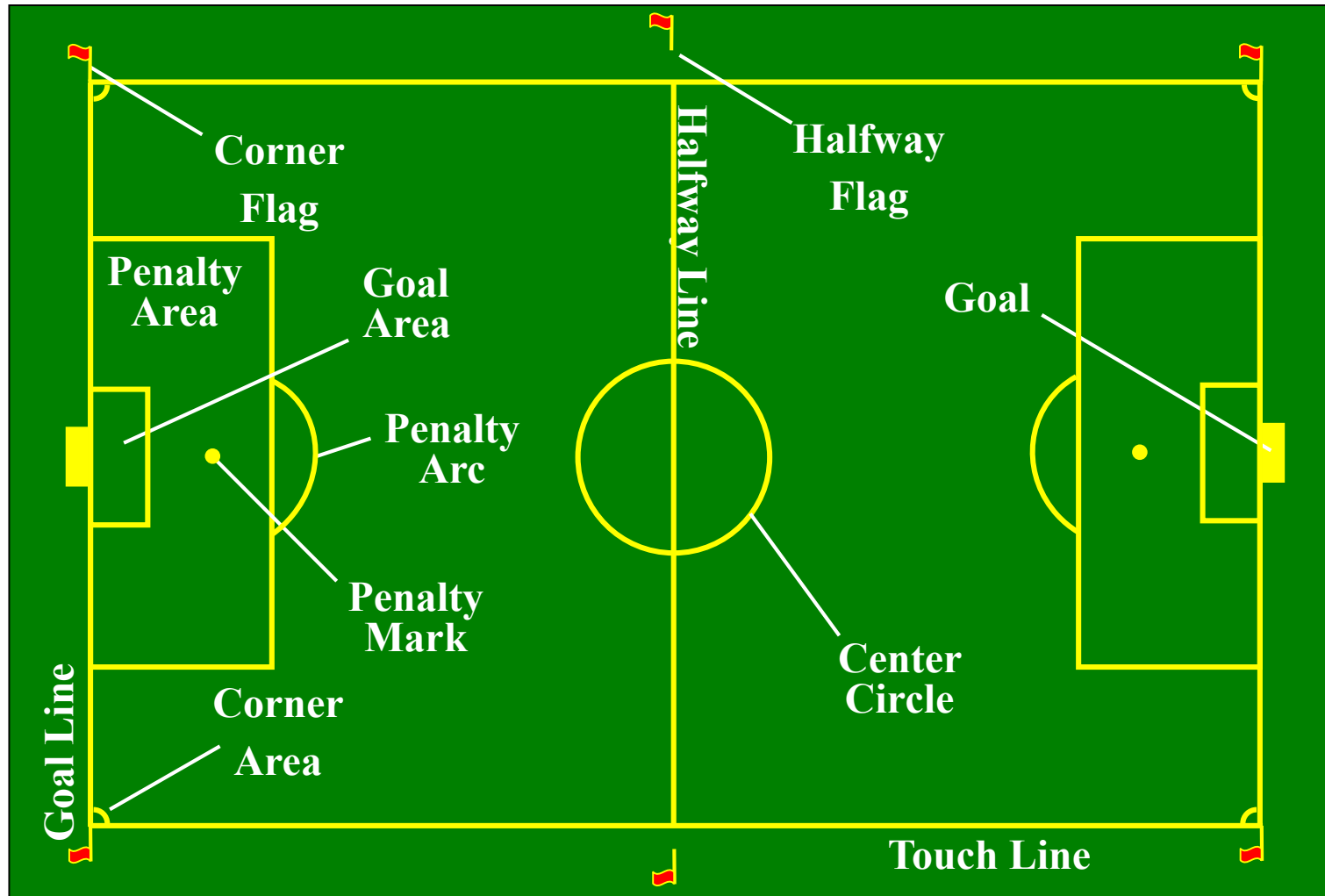
Have the Proper Equipment



NO JEWELRY!

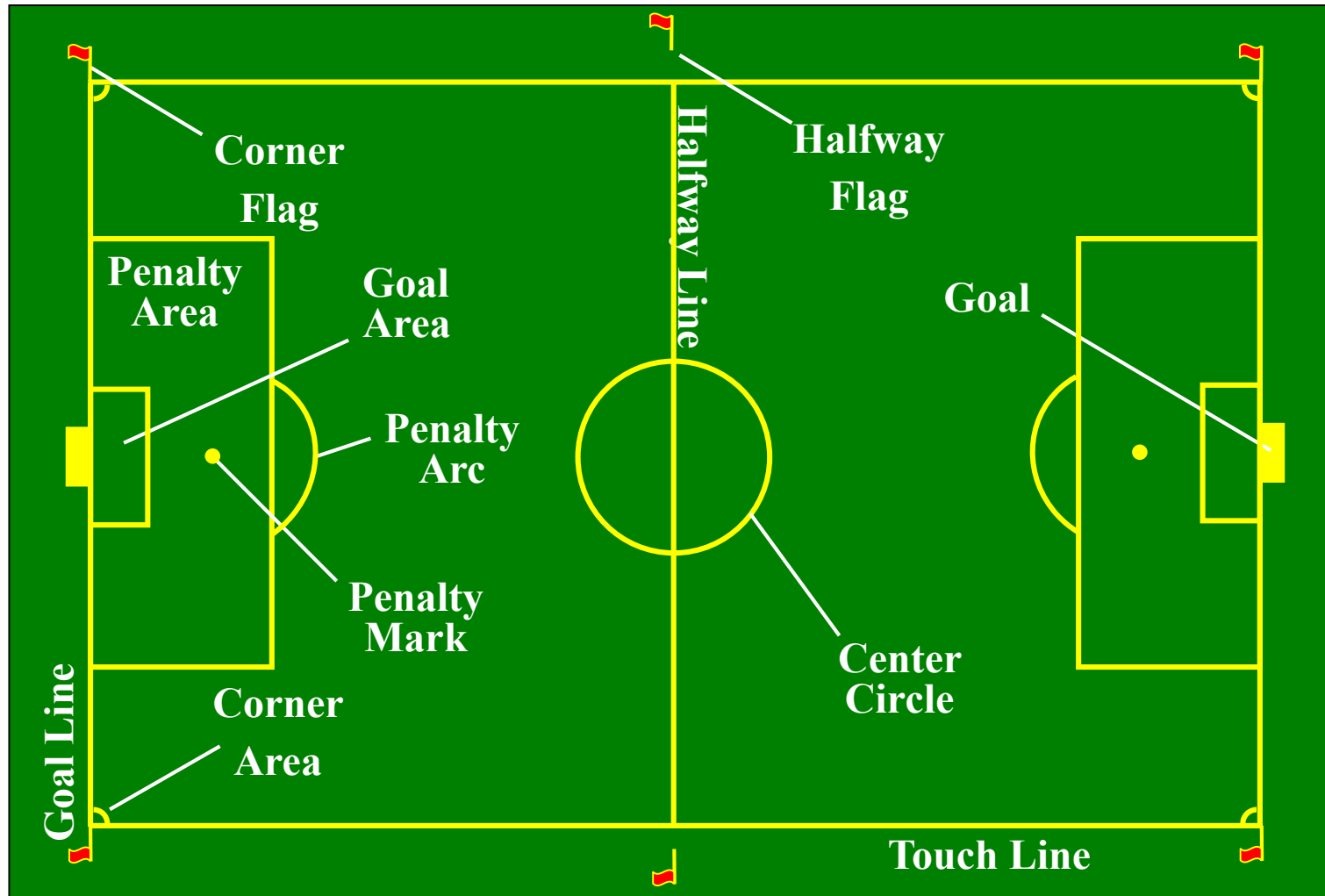
Pre-game Duties & Activities

Check Field markings



Pre-game Duties & Activities

Check Field markings



Pre-game Duties & Activities

Check Field & Equipment

Holes, glass, rocks, debris, etc.

**Goals: properly secured
(must be anchored)**

Goal nets: secured, no holes/gaps

Corner flags

Ball



Pre-game Duties & Activities

Check the ball

Spherical and safe

Firm, but yields $\frac{1}{4}$ inch to thumb pressure

Size 3 for U-6 & U-8

Size 4 for U-10



Pre-game Duties & Activities

Introduce yourself to the coaches
Learn and use their names
Be approachable,
respectful,
informative,
and not arrogant



Pre-game Duties & Activities

Check players equipment

Team uniform: shirt, shorts, socks,
shinguards, shoes

Shinguards must be under socks

Goalkeeper's shirt color must be different than all other players

No casts or splints- even if padded

Nothing dangerous- your opinion



Pre-game Duties & Activities

Check players equipment

No jewelry, watches, earrings

Knee braces are allowed, but only if padded and safe to all players -

in the opinion of the referee – you

Medical alert bracelets may be worn, but must be secured to the player with tape, cloth wristband



Pre-game Duties & Activities

Brief Assistant Referees (ARs)

Neutral ARs

Work as a team

Discuss & follow standard signals



Pre-game Duties & Activities

Brief Club Linesmen

Non-neutral

Make them feel welcomed

Only call out of play...

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



Post-game Duties

Project teamwork

Collect the ball and return to owner

Supervise team handshake

Complete lineup card & misconduct report if any

Thank the referee team and ask for feedback



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 he/she wishes to play, he/she must remove them. The referee may choose to involve the coach.



Checking for Learning

In a 8U 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

The goalkeeper must wear a jersey that is ___?
Different in color from the referee and all other players.

Knee braces may be worn by a player (T/F)

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



Starting the Game

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

How do we start the game?



Starting the Game



Conduct coin toss

Brief introduction (~~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

Starting the Game

Kick-off

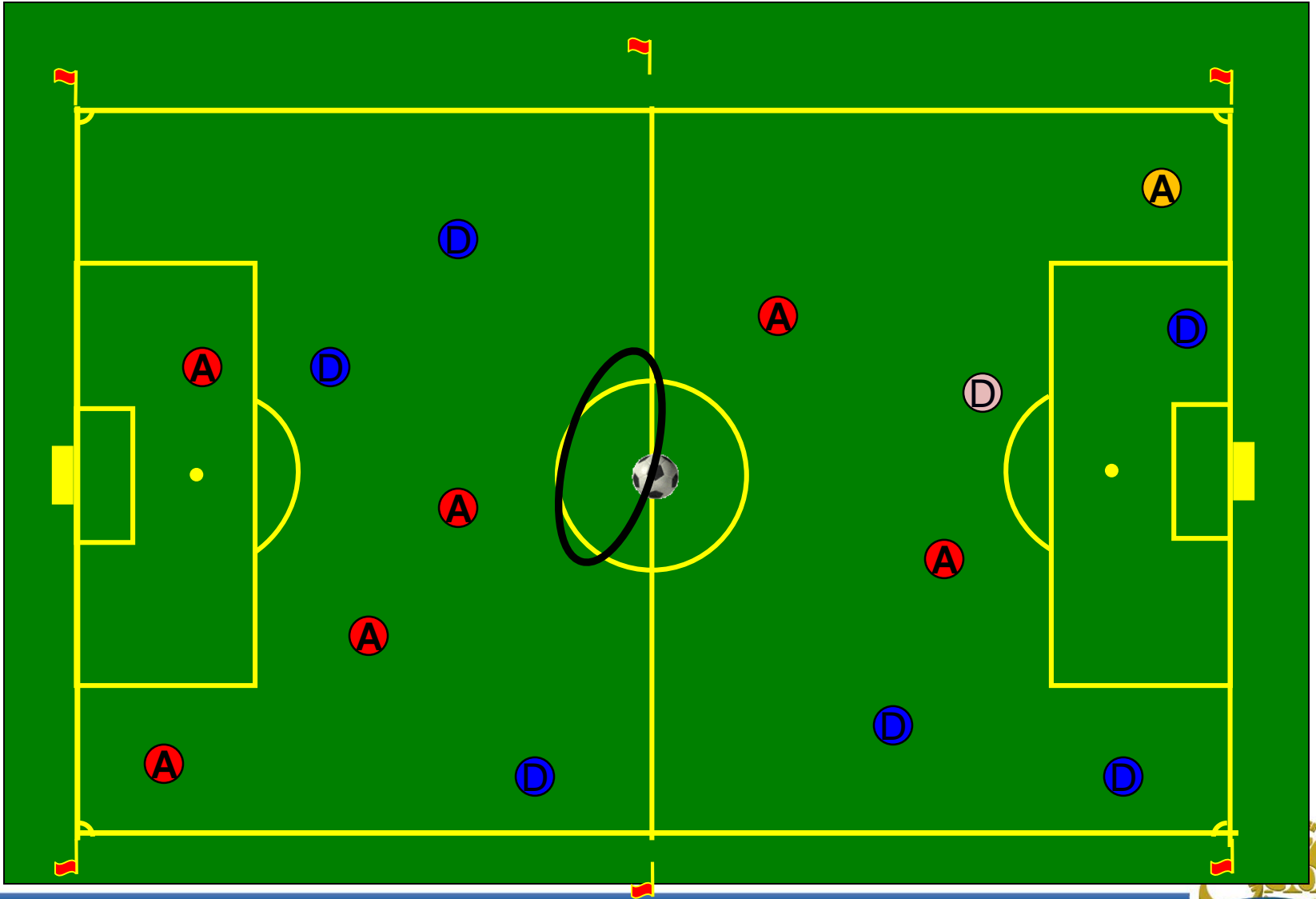
Verify the correct number of players on the field (no visible/audible counting).

Minimum of seven (7) players on each team for full-sided regulation games.

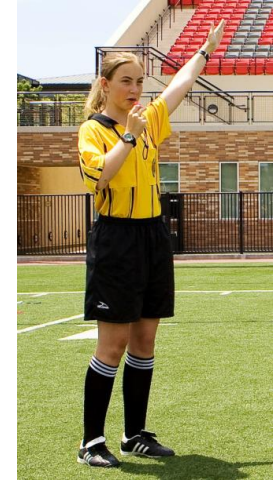


Defenders must be 10 yds from the ball

All players must be on their own side



Starting the Game



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 clearly moves **(in any direction)**



Keeping Time

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

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.



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

When the ball goes out of play

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

Either in the air or on the ground.

IN



In Play



In Play



In Play



Out of Play

OUT



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

Not the player's position



Stopping the Game

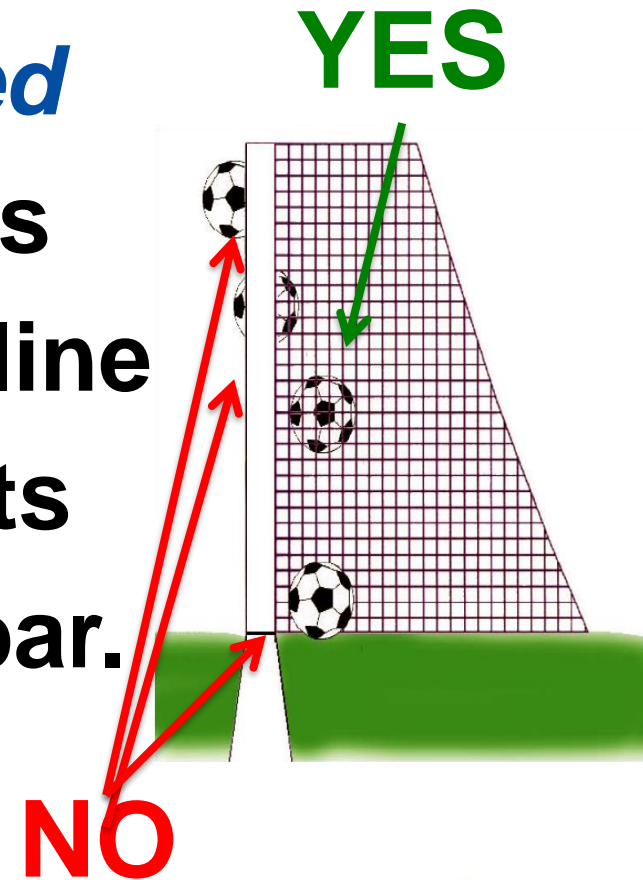
When referee deems it necessary



Because of outside influences

Stopping the Game

When a goal is scored
**When the ball crosses
wholly over the goal line
between the goalposts
& beneath the crossbar.**



Stopping the Game

When a foul is committed

A foul is an action that is unsafe or unfair



Stopping the Game

When an injury happens

Anytime... immediately

With younger players it's better to err on the side of caution



Stopping the Game

When an injury happens

Remove blood on the body

Replace equipment with blood on it

Coach's responsibility



Stopping the Game

For substitutions (4 opportunities)

Because of player injury

Approximately mid-way of 1st half

Halftime

Approximately mid-way of 2nd half



Stopping the Game

When time expires

At the end of the 1st half

At the end of the game



Checking for Learning

When can a referee stop play for an injury?

Anytime... immediately

A player dribbling the ball steps over the touch line. The ball is out of play (T or F).

False. It is the position of the ball, not the player, that determines whether the ball is in play or not.

How many substitution opportunities are there in a regulation match?

Four



Checking for Learning

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

The team can play short until the player returns to the field with the referee's permission; or...

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 the credit for having played the "quarter"?

The player who started the quarter.

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

Half of the game... two "quarters"

Some Regions and tournaments require 3, so check to be sure.



Checking for Learning

Is this ball in or out of play?

OUT

IN



In Play

Fouls & Misconduct



Foul - Definition

A foul is an unsafe or unfair act:
Committed by a player...
Against an opposing player...
While the ball is in play.

**All three elements must exist for
the incident to be a foul.**
**Generally occurs on the field of
play...**



Foul – Two Types



**Direct
Free
Kick
fouls
(DFK)**

**Indirect
Free
Kick
fouls
(IFK)**



These categories are named for the way play is restarted.

11 Direct Free Kick Fouls

The first 7 done Carelessly,
Recklessly, or w/Excessive Force:

1. Kicks or attempts to kick an opponent
2. Trips or attempts to trip an opponent
3. Strikes or attempts to strike an opponent
4. Jumps at an opponent
5. Unfairly Charges an opponent
6. Pushes an opponent
7. Unfairly Tackles/Challenges an opponent



11 Direct Free Kick Fouls

Next 4 if they just happen

8. Handles the ball deliberately (except for the goalkeeper within his own penalty area)
9. Holds an opponent
10. Impedes an opponent with contact
11. Spits at an opponent



The 6 Most Common DFK

In 10U and younger age games

Kicks an opponent

Trips an opponent

Pushes an opponent

Holds an opponent

Unfairly charges an opponent

Handles the ball deliberately



Seven Indirect Free Kick Fouls

The 1st four relate to a goalkeeper in his own penalty area:

Takes more than six seconds while controlling the ball with his hands, before releasing it from his possession.



Seven Indirect Free Kick Fouls

The 1st four relate to a goalkeeper in his own penalty area:

Touches the ball again with his hands after it has been released from his possession and has not touched any other player.



Seven Indirect Free Kick Fouls

The 1st four relate to a goalkeeper in his own penalty area:

Touches the ball with his hands after it has been deliberately kicked to him by a team-mate.



Seven Indirect Free Kick Fouls

The 1st four relate to a goalkeeper in his own penalty area:

Touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate.



Seven Indirect Free Kick Fouls

The last three relate to all players:

Plays in a dangerous manner

**Impedes the progress of an
opponent without contact**

**Prevents the goalkeeper from
releasing the ball from his hands**



The 2 Most Common IFK

In 10U and younger age games

Plays in a dangerous manner

Goalkeeper takes more than 6 seconds to put the ball into play.

Be prompt with Dangerous Play calls but don't be too precise with the 6-seconds calls.



Misconduct

Behavior that is in serious conflict with the spirit of the game and good sportsmanship

Misconduct is rare in 10U games

Two types of misconduct:

Those resulting in a caution

Those resulting in a send off



Six Cautionable Offenses

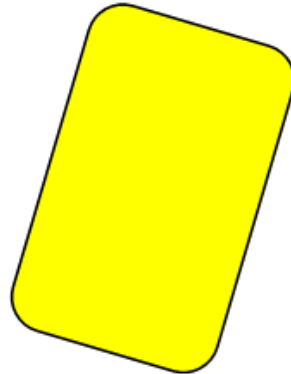
Unsporting behavior

Dissent by word or action

Persistent infringement of LOTG

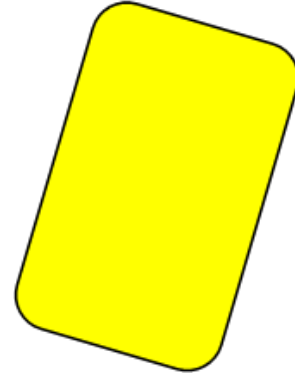
Delaying the restart of play

Failure to respect the required distance when play is restarted with a C/K, free kick, or T/I



Six Cautionable Offenses

Entering, re-entering, or leaving the field of play without the referee's permission



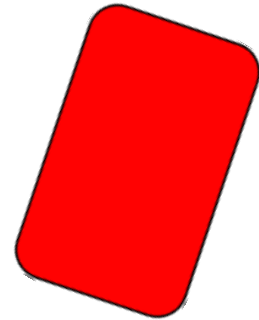
Seven Send-off Offenses

Serious foul play

Violent conduct

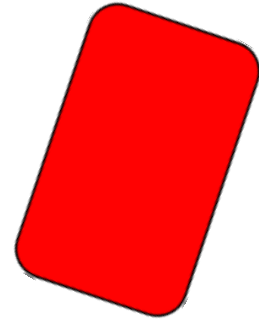
Spitting at any person

Denying a goal or an obvious goal scoring opportunity by deliberately handling the ball



Seven Send-off Offenses

Denying an obvious goal scoring opportunity by an offense punishable by a free kick or a penalty kick



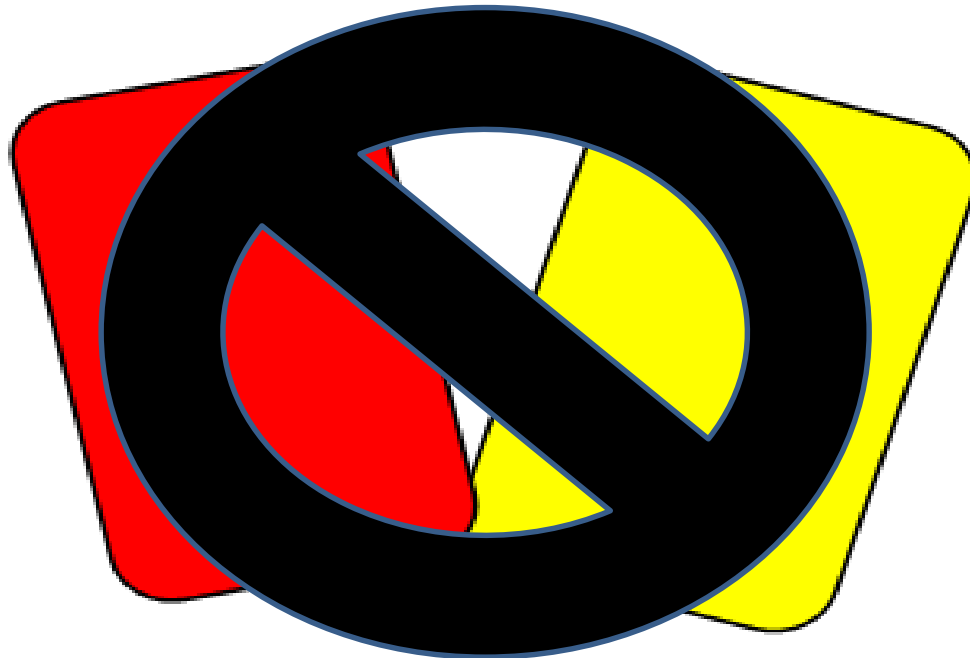
Using offensive, insulting or abusive language and/or gestures

Receives 2nd caution in a game



Misconduct: Rare in U-10 Game

Referees should deal with it informally without showing cards.



Deal with Coaches/Spectators

Use the AYSO Team concept to enlist cooperation



Keep adults focused on creating a fun experience for the players



Deal with Coaches/Spectators

Remain calm, professional and maintain control of your emotions



Deal with Coaches/Spectators

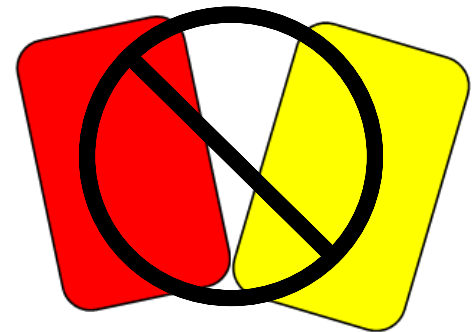
Intervene early to prevent escalation - a smile, wink or look can defuse a bad situation



Deal with Coaches/Spectators

Coaches and spectators can be warned and even dismissed from the game

But they must never be shown the red or yellow card



Checking for Learning

There are two types of fouls. Name them.

Direct Free Kick & Indirect Free Kick

Why are these fouls given these names?

They are named for the way play is restarted after the referee has stopped play because of the foul.

What kind of foul is pushing an opponent?

Direct Free Kick foul



Checking for Learning

What are the six Direct Free Kick fouls most often seen in 10U games?

Kicking an opponent

Tripping an opponent

Pushing an opponent

Holding an opponent

Unfairly charging an opponent

Deliberately handling the ball

What kind of foul is Handling the ball deliberately?

Direct Free Kick foul



Checking for Learning

What kind of foul is playing in a dangerous manner?

Indirect Free Kick foul

If a player tries to hit another opponent but misses, the referee cannot call a foul.

(True/False)

False. Even the attempt to strike an opponent can be a foul.



Checking for Learning

The ball bounces up and hits a player in the arm. Is this a foul?

NO

A player who is lying on the ground kicks at the ball. No one else is near. Is this dangerous play?

NO

The referee thinks a foul may have occurred but he's not sure. Should he stop play?

NO

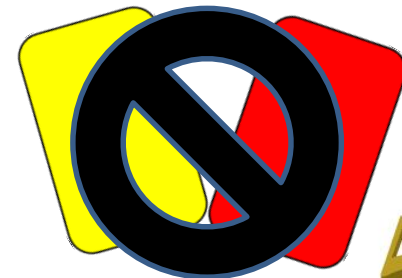
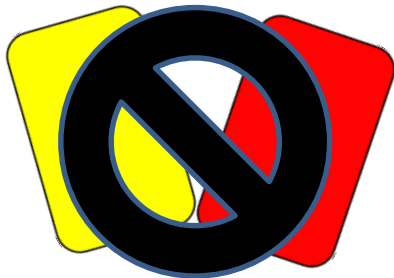


Checking for Learning

A coach is behaving badly and the referee elects to dismiss the coach from the field. If the coach's conduct is terribly bad, the referee may show the coach the red card.

Cards are solely for the players.

Coaches/Spectators are NEVER to be shown the cards.



Restarting the Game

The game has been stopped

Injury/goal/foul/ball out of play etc.

How do we restart play?



Restarting the Game

With a Throw-in

When the ball completely passes out of play over a touch line

Throw is taken by opponents of the team that last touched the ball

Throw taken from approximate point on the line where the ball left the field



Restarting the Game

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 throw 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 touchline

Opposing players must be at least 2 yds. from point of the throw-in

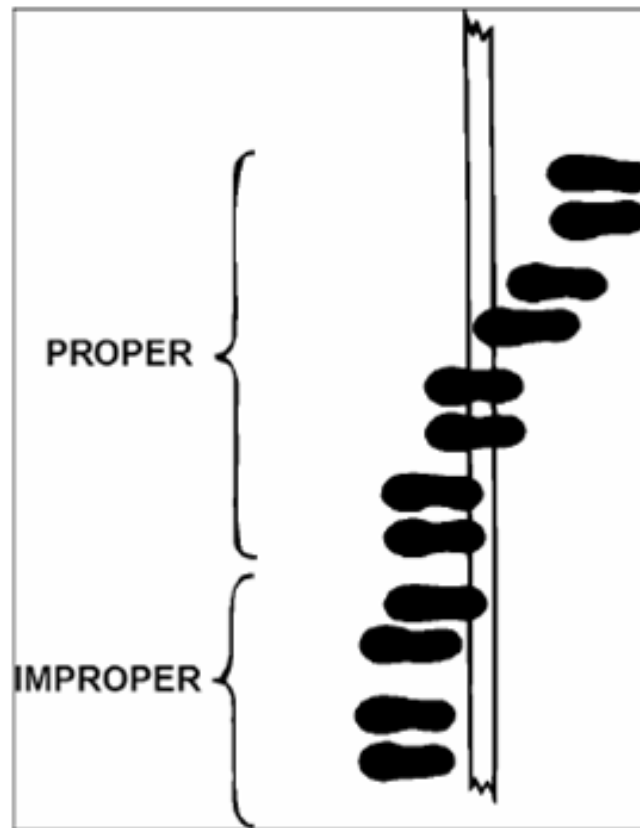
A goal may not be scored directly from a throw-in



Restarting the Game

THROW IN – FEET PLACEMENT

(Visual)



Restarting the Game

With a 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



Restarting the Game

With a Goal Kick



All of these balls are legally placed within the goal area

Restarting the Game

With a Goal Kick

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

With a 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



Restarting the Game

With a Corner Kick

The ball is placed anywhere within the corner area

A goal can be scored directly from a corner kick



Restarting the Game

With a Corner Kick

All of these balls are
legally placed



Restarting the Game

With a Corner Kick

Players from the opposing team must be 10 yds. from the area

The ball is in play when it is kicked (with a kicking motion) and clearly moves

It does not have to leave the corner area to be in play



Restarting the Game

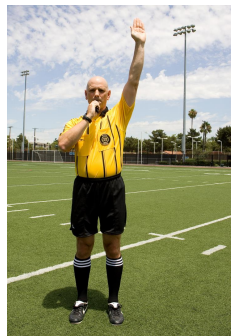
With a Free Kick

A way to restart play when play is stopped because of a foul or offense

There are two types of free kicks:

Direct Free Kick (DFK)

Indirect Free Kick (IFK)

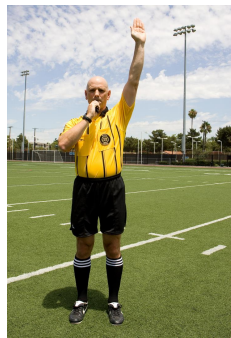


Restarting the Game

With a Free Kick

Direct Free Kick (DFK) - A goal can be scored directly from the kick against the opposing team

Indirect Free Kick (IFK) – The ball must touch any other player before a goal can be scored



Restarting the Game

With a Free Kick

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

Free kick by defending team in its own penalty area is touched a 2nd time before the ball leaves the penalty area - kick is retaken



Restarting the Game

With a Free Kick

Free Kicks taken from the location of the foul

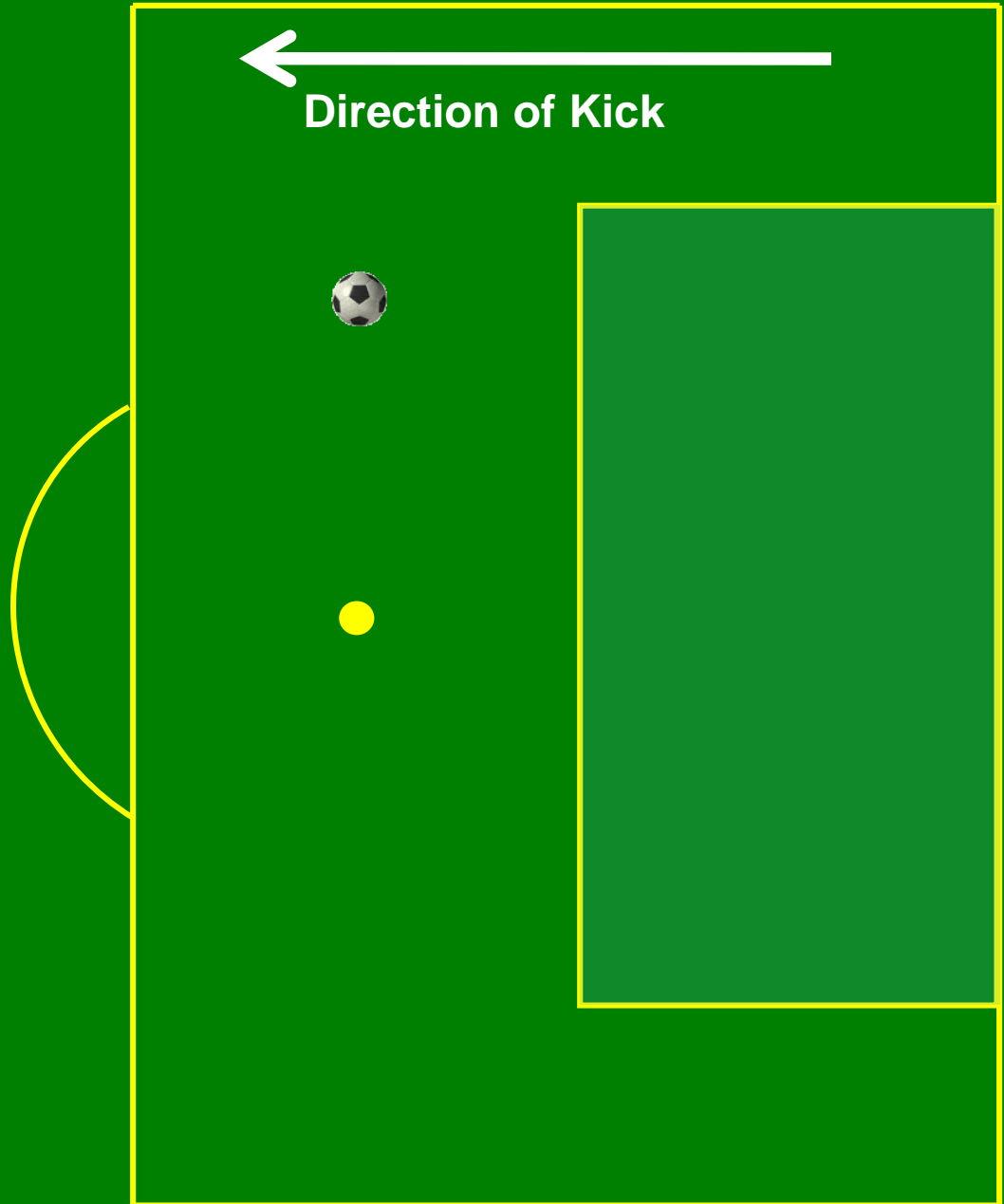
Ball is in play once it is kicked and clearly moves

All opponents must be 10 yds from the ball



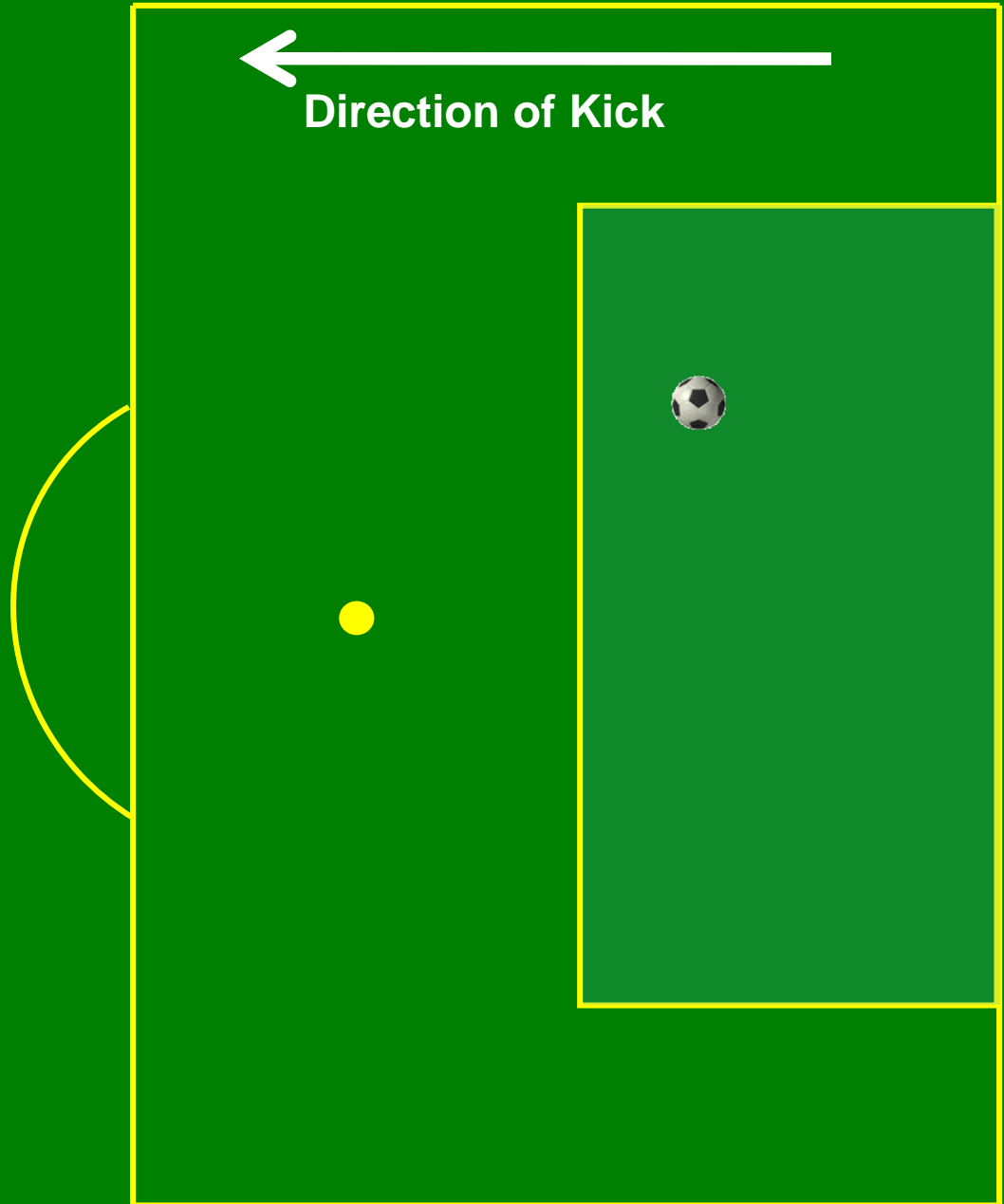
If a free kick of any type is awarded to the defending team in its own **penalty** area...

The ball is in play once it leaves the Penalty Area into the field of play



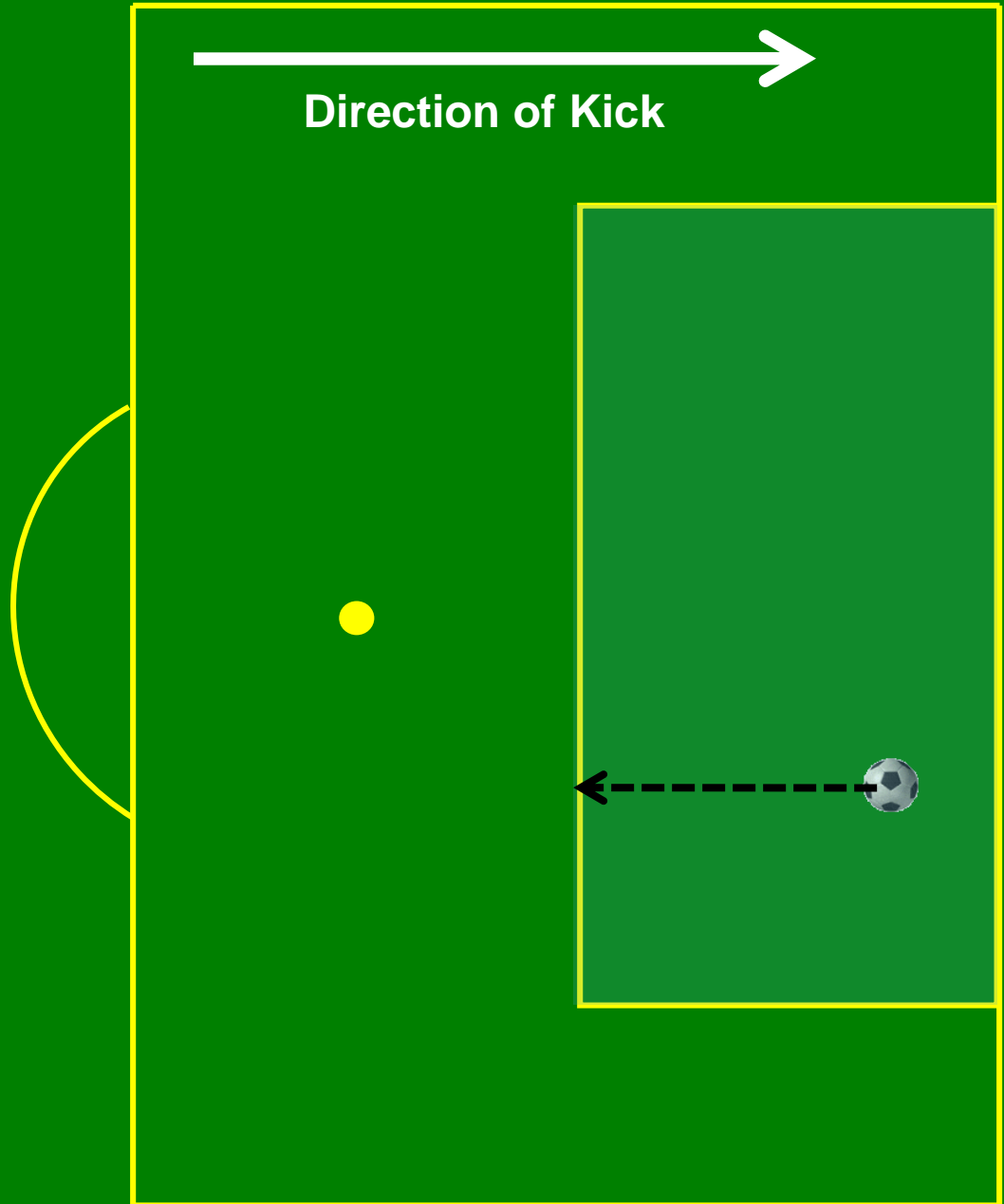
If a free kick of any type is awarded to the defending team in its own **goal** area, the ball can be placed anywhere in the goal area

The ball is in play once it leaves the Penalty Area into the field of play



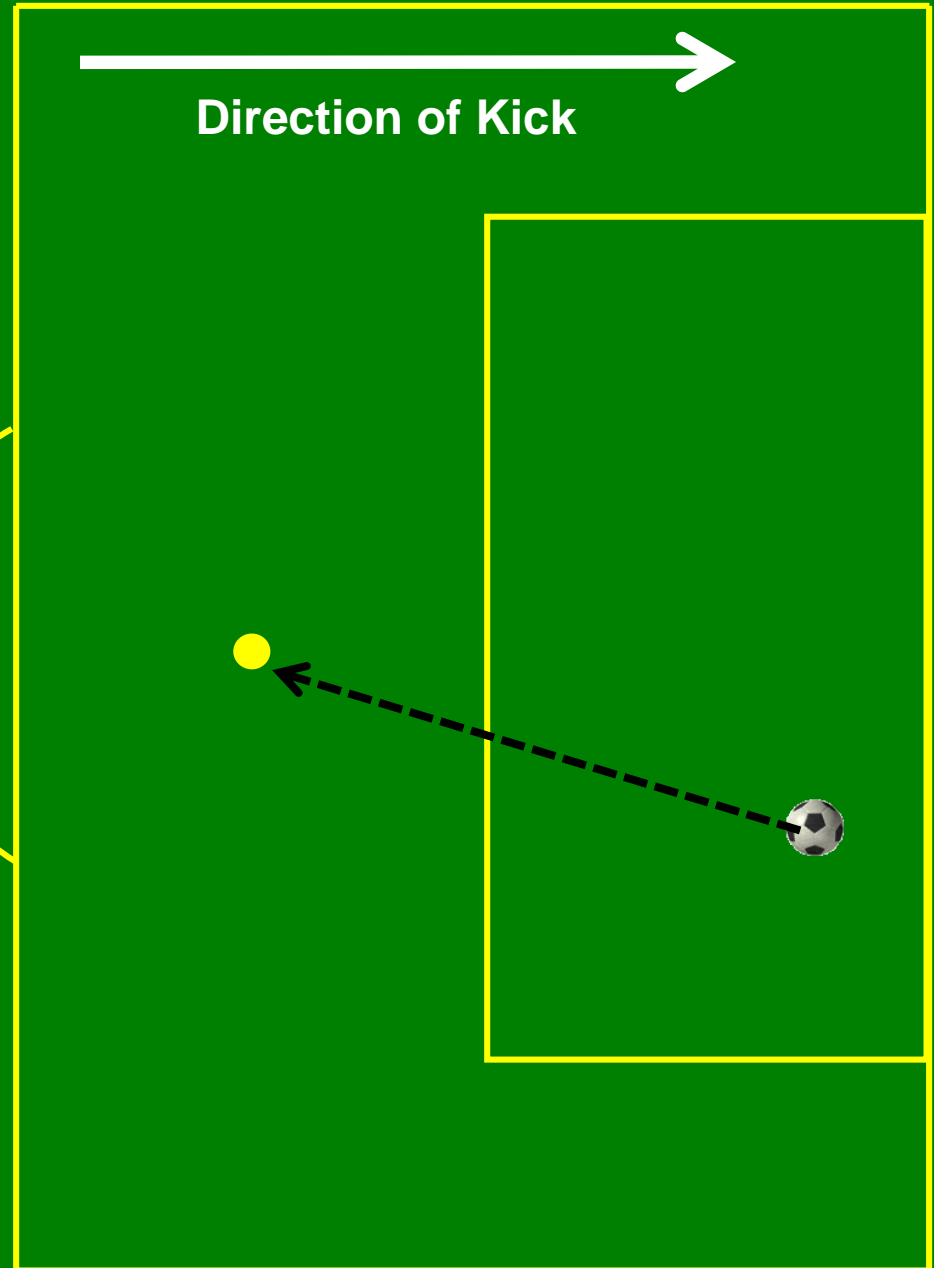
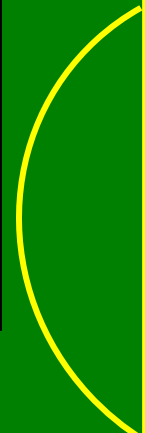
If an IFK is awarded to the attacking team in its opponent's goal area, the ball is moved out to the goal area line.

The ball is in play once it is kicked and clearly moves.



If a Direct Free Kick Foul is awarded to the attacking team in the opponent's penalty area, a Penalty Kick is awarded instead.

The ball is in play when it is kicked and clearly moves forward.



Restarting the Game

With a Penalty Kick

A penalty kick is awarded when a direct free kick foul has been committed by a player within his own penalty area

Penalty kicks are given in 10U and older group games



Restarting the Game

With a Penalty Kick

All players (other than the kicker and the goalkeeper) must be:

Outside the penalty area and penalty arc

Behind the ball

Until the ball is played



Restarting the Game

With a Penalty Kick

The goalkeeper must remain on the goal line (but can move side-to-side) until the ball is in play

The ball is in play once it is kicked and clearly moves forward

The kicker may not touch the ball a 2nd time until touched by any other player



Restarting the Game

With a Dropped Ball

A way to restart the game when the referee stops play for an unusual but neutral reason



Examples: Injury; Dog on the field; Stray ball on the field



Restarting the Game

With a 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



Restarting the Game

With a Dropped Ball

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



A goal can not be scored directly from a dropped ball



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

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



Checking for Learning

Is this ball legally placed for a corner kick?

Yes



Checking for Learning

What does this signal indicate?

Indirect Free Kick



Law 11 - Offside

Spirit of the Law

The Offside Law is the only law that restricts tactical positioning during *dynamic* play

The offside law is intended to ensure that players earn the right to shoot on goal



Law 11 - Offside

Two elements of the offense

1 - Position of the player

2 – Involved in active play

Both elements must be present or there is no offside offense



Law 11 - Offside

A player is in an offside position if he is:

**In the opponents' half of the field;
Closer to the opponents' goal line than at least two opponents; and
Closer to the opponents' goal line than the ball**

All three conditions must be present



Law 11 - Offside

A player can be in an offside position

It just means that player is momentarily off his team

He cannot interfere with play or any of the opposing players

He cannot have any involvement in the match as he is off his team



Law 11 - Offside

Time of judgment

Offside Position is judged at the moment the ball touches **or** is played by one of his team



Law 11 - Offside

A player may be involved in active play by:

Interfering with play

Interfering with an opponent; or

Gaining an advantage by being in that position



Law 11 - Offside

Once these two conditions have been met :

Position and...

Involvement in active play

An offside offense has occurred



Law 11 - Offside

THE RESTART

An Indirect Free Kick (IFK) is awarded to the opposing team at the place where the player in offside position became involved in active play.



Law 11 - Offside

Exceptions

There is no offense if a player receives the ball directly from a:

Goal Kick

Corner Kick

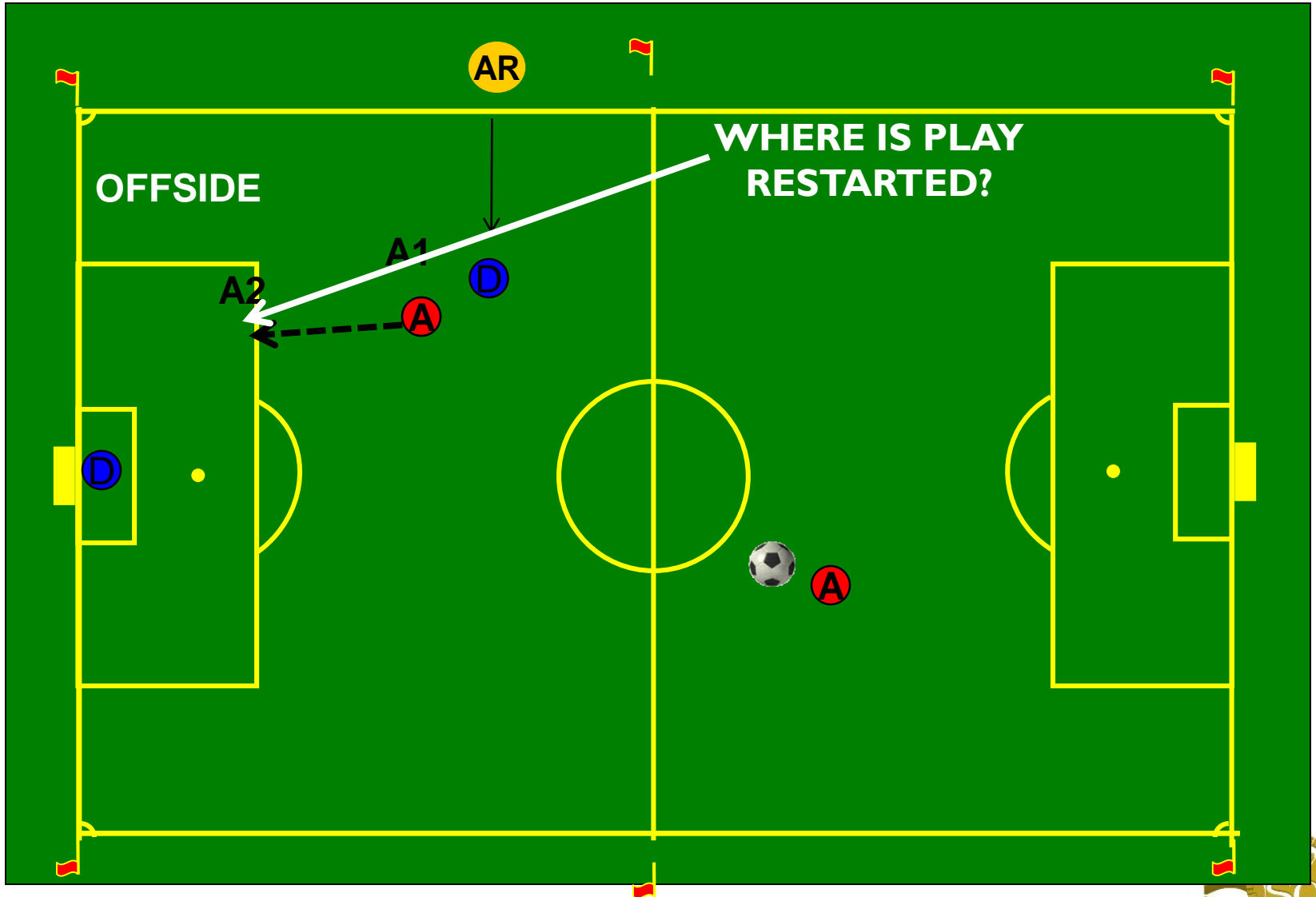
Throw-in



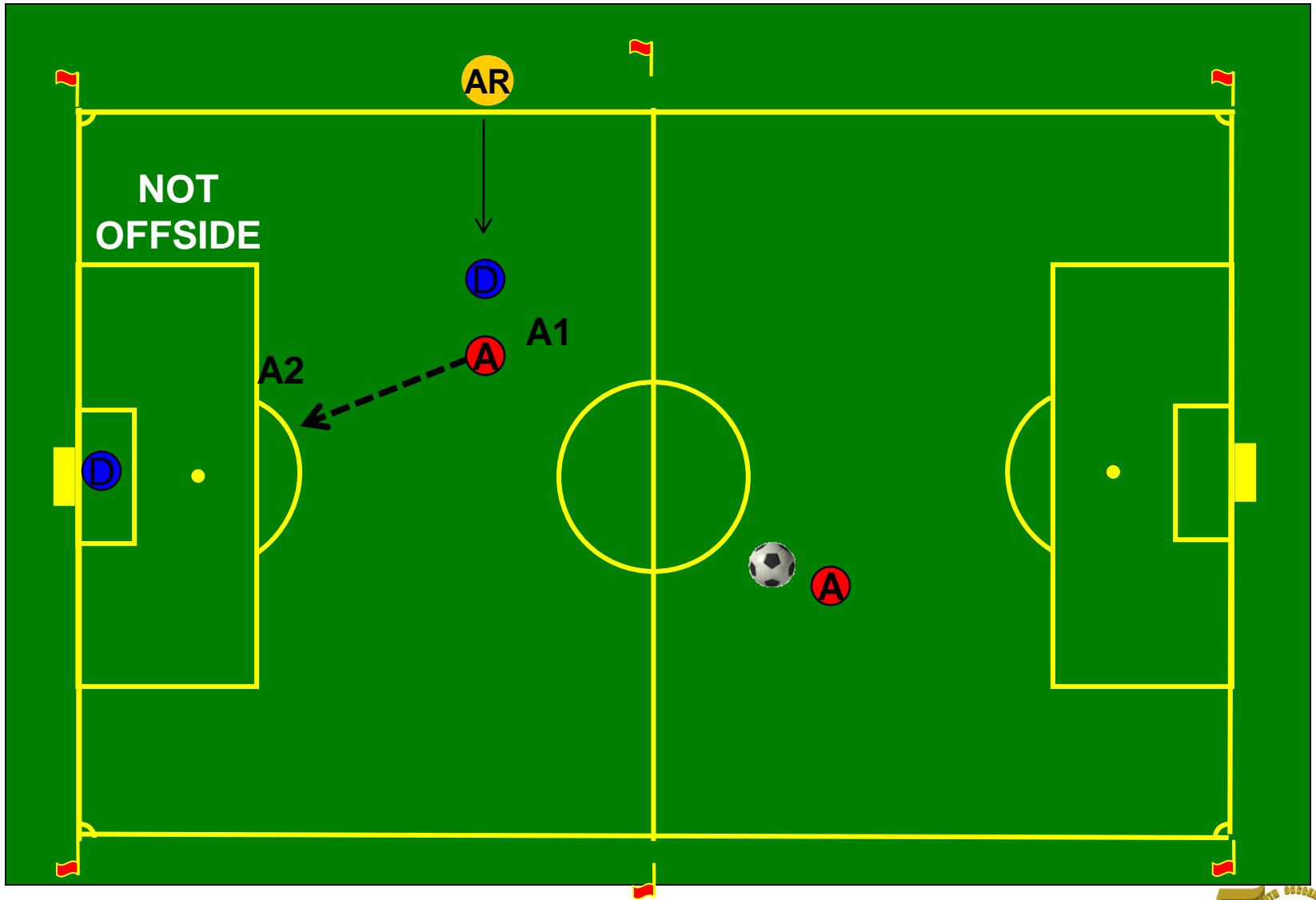
Law 11 - Offside



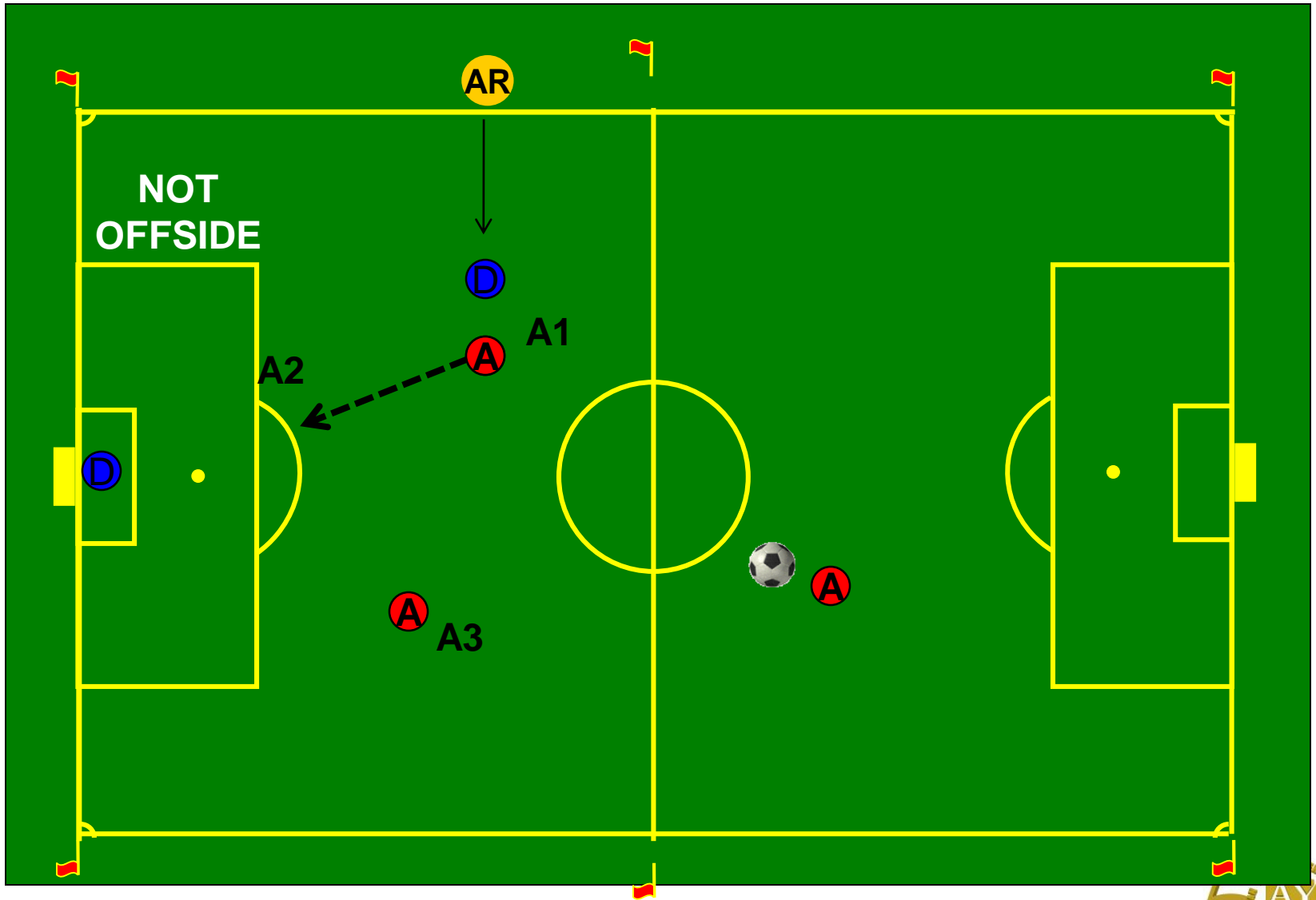
Direction of attack



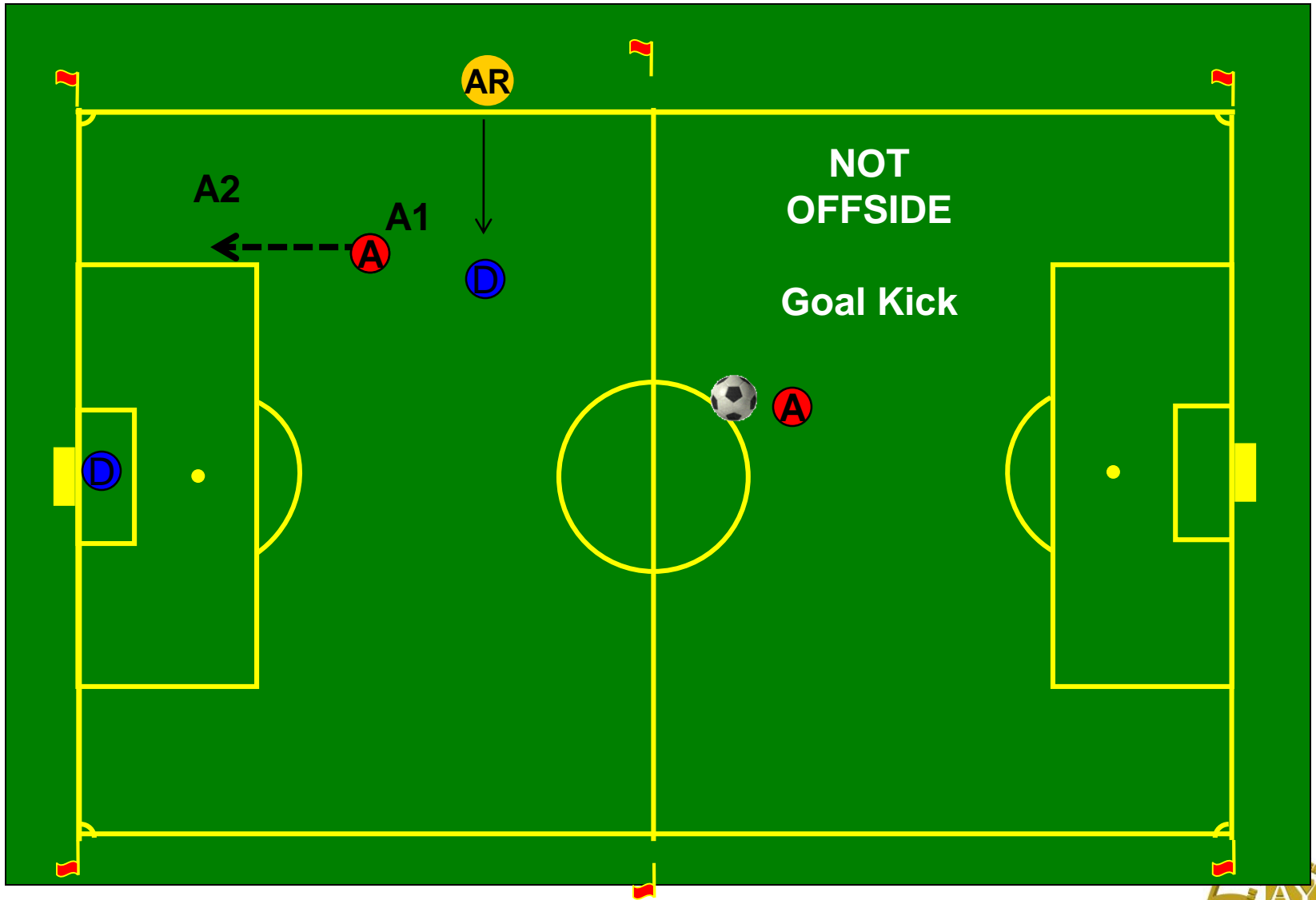
← Direction of attack



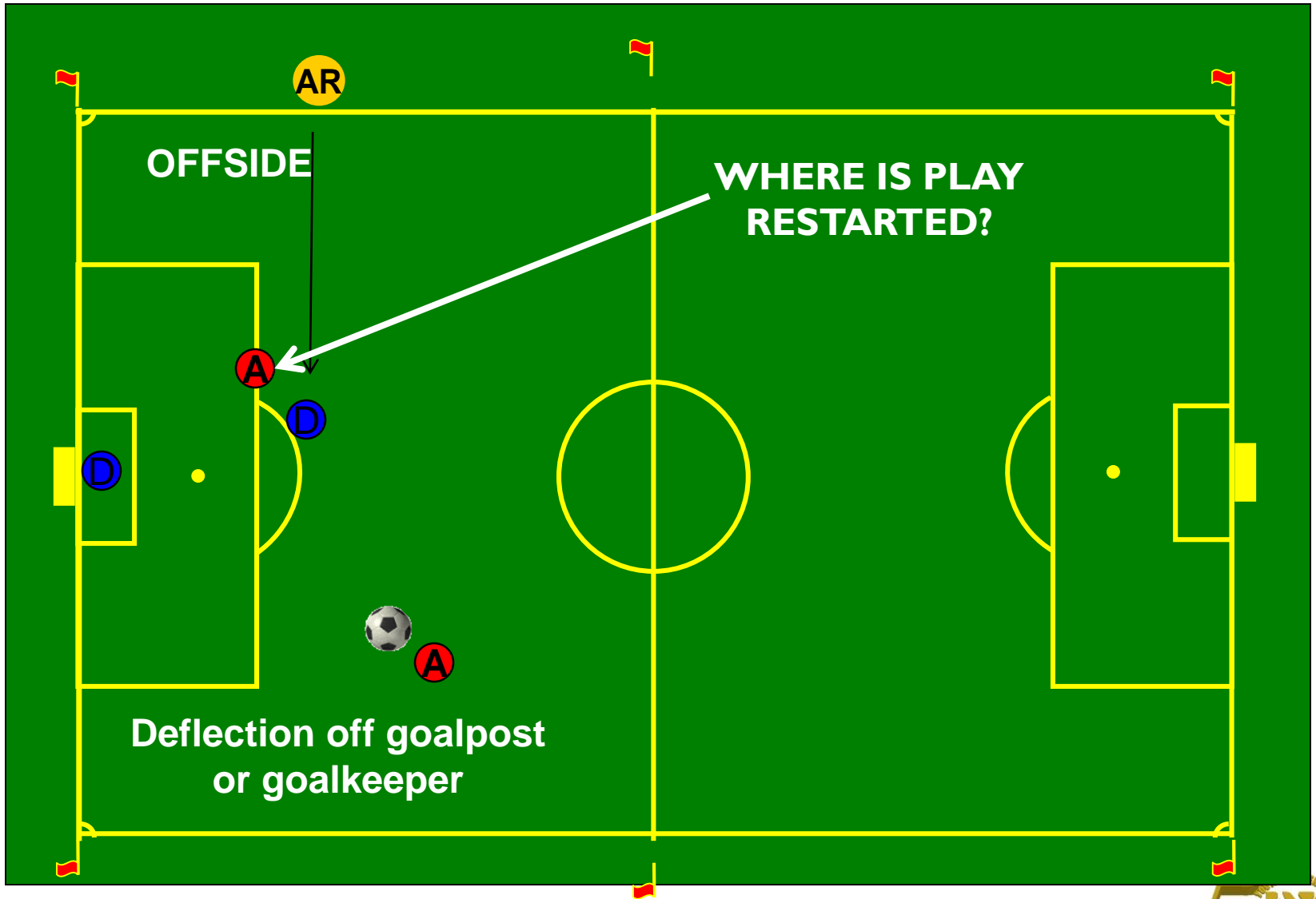
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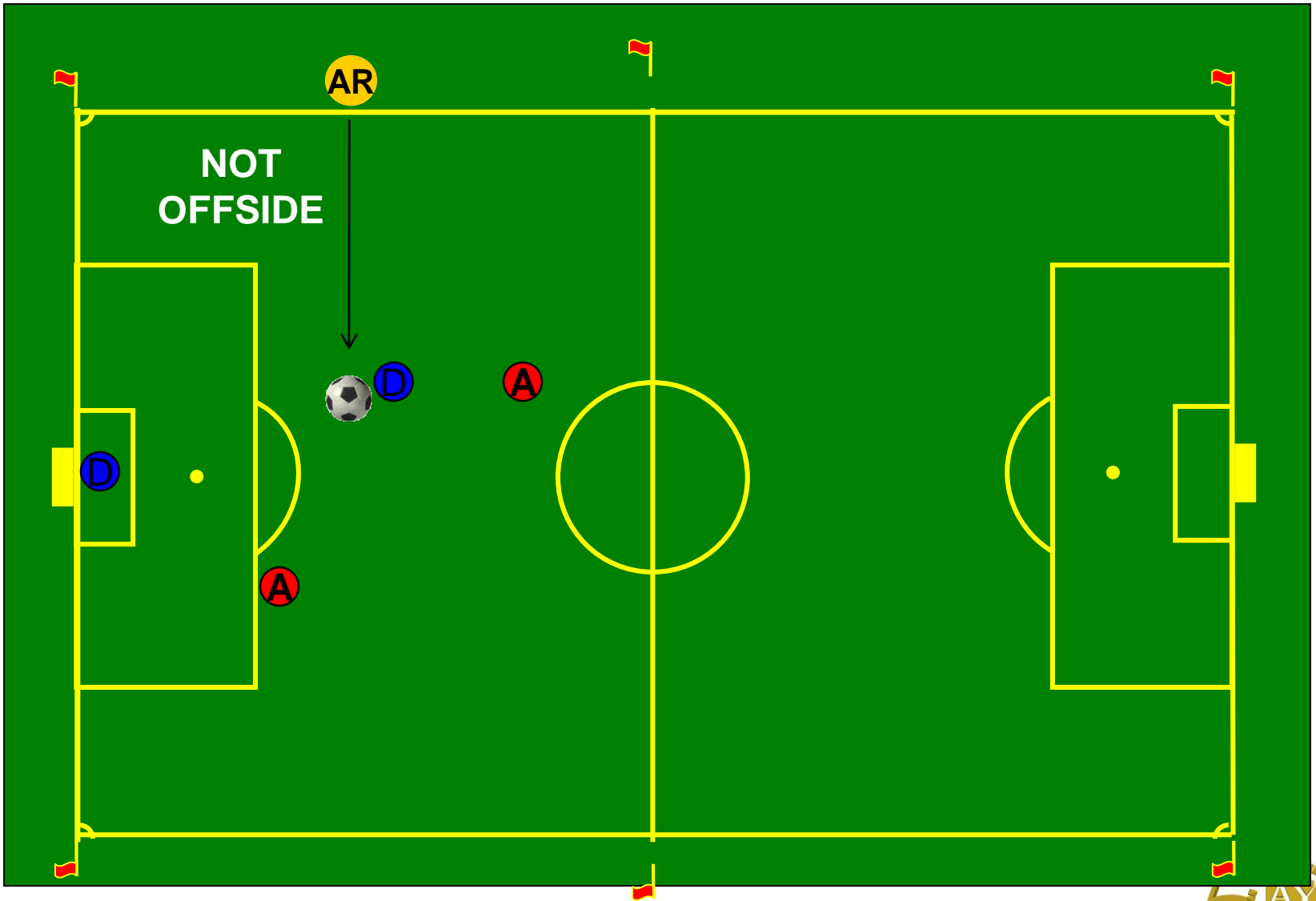
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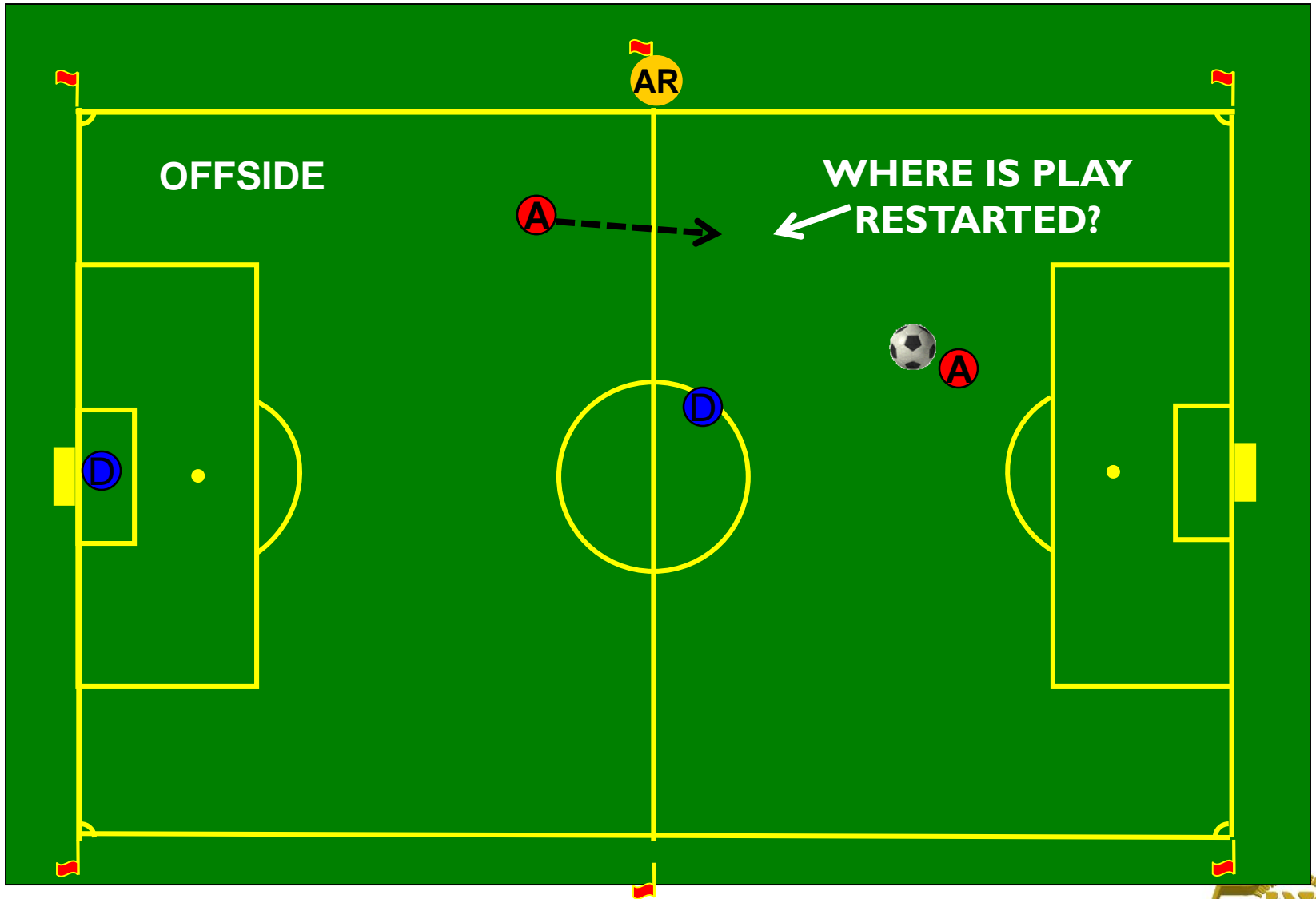
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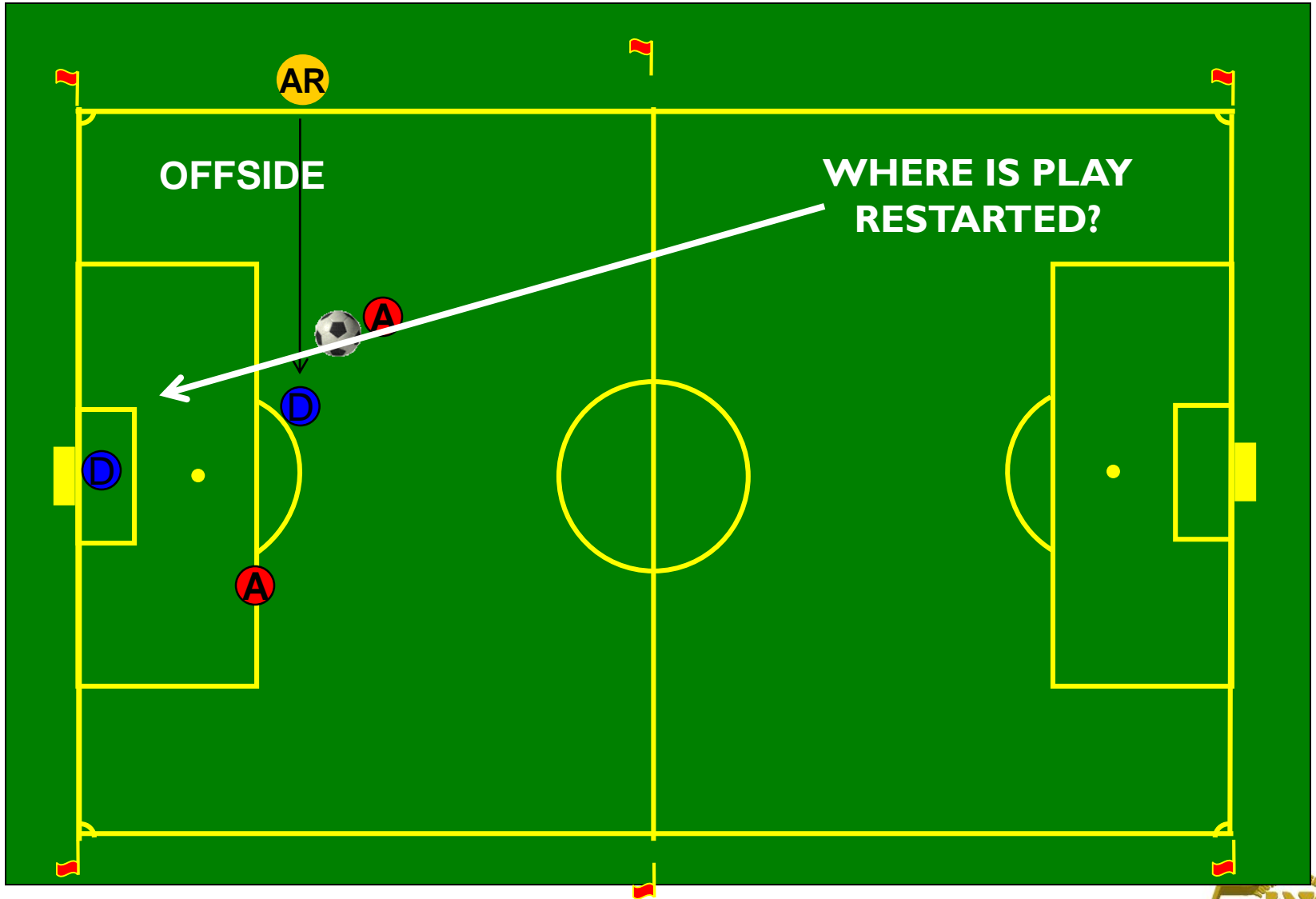
← Direction of attack



← Direction of attack



← Direction of attack

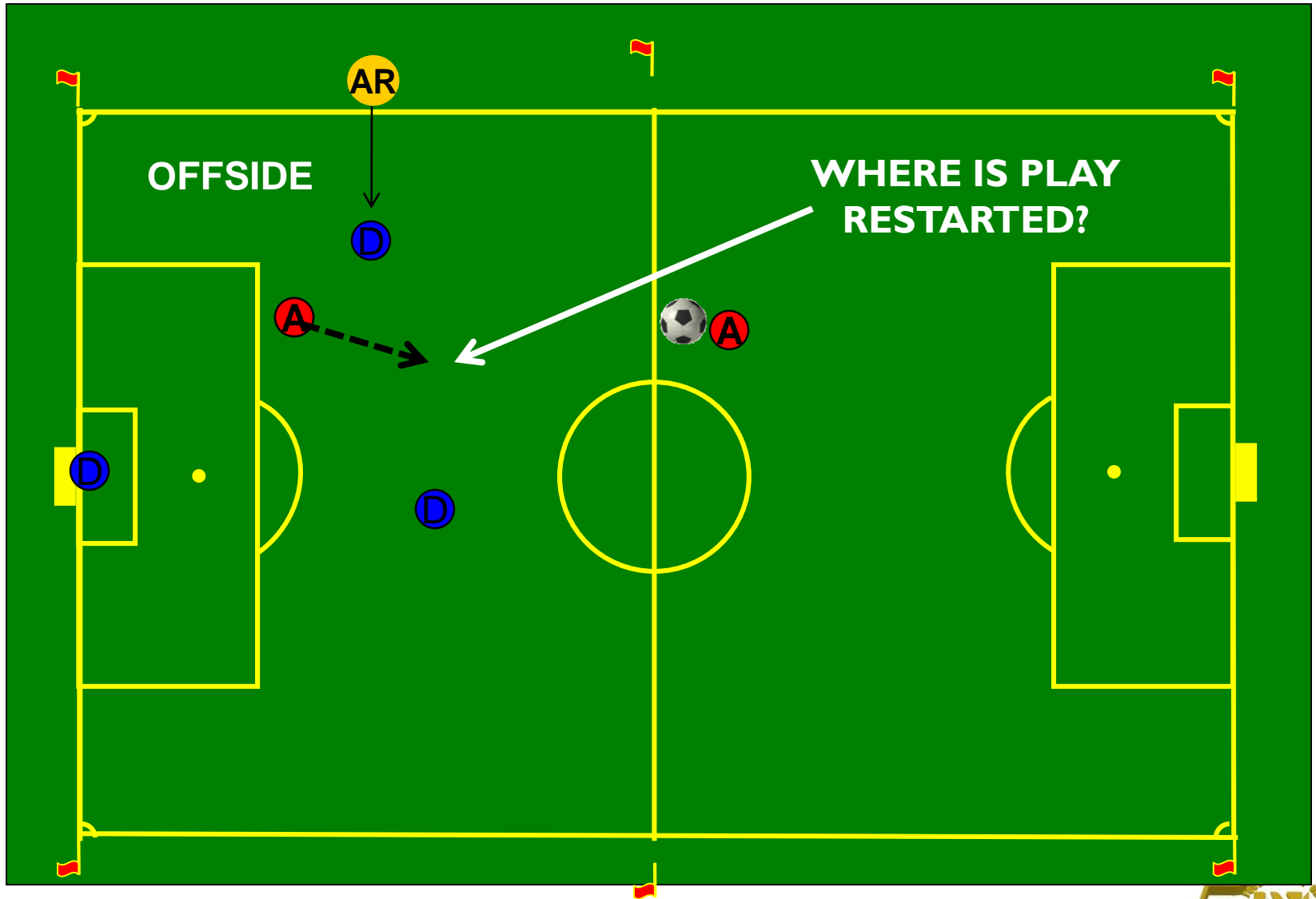


OFFSIDE

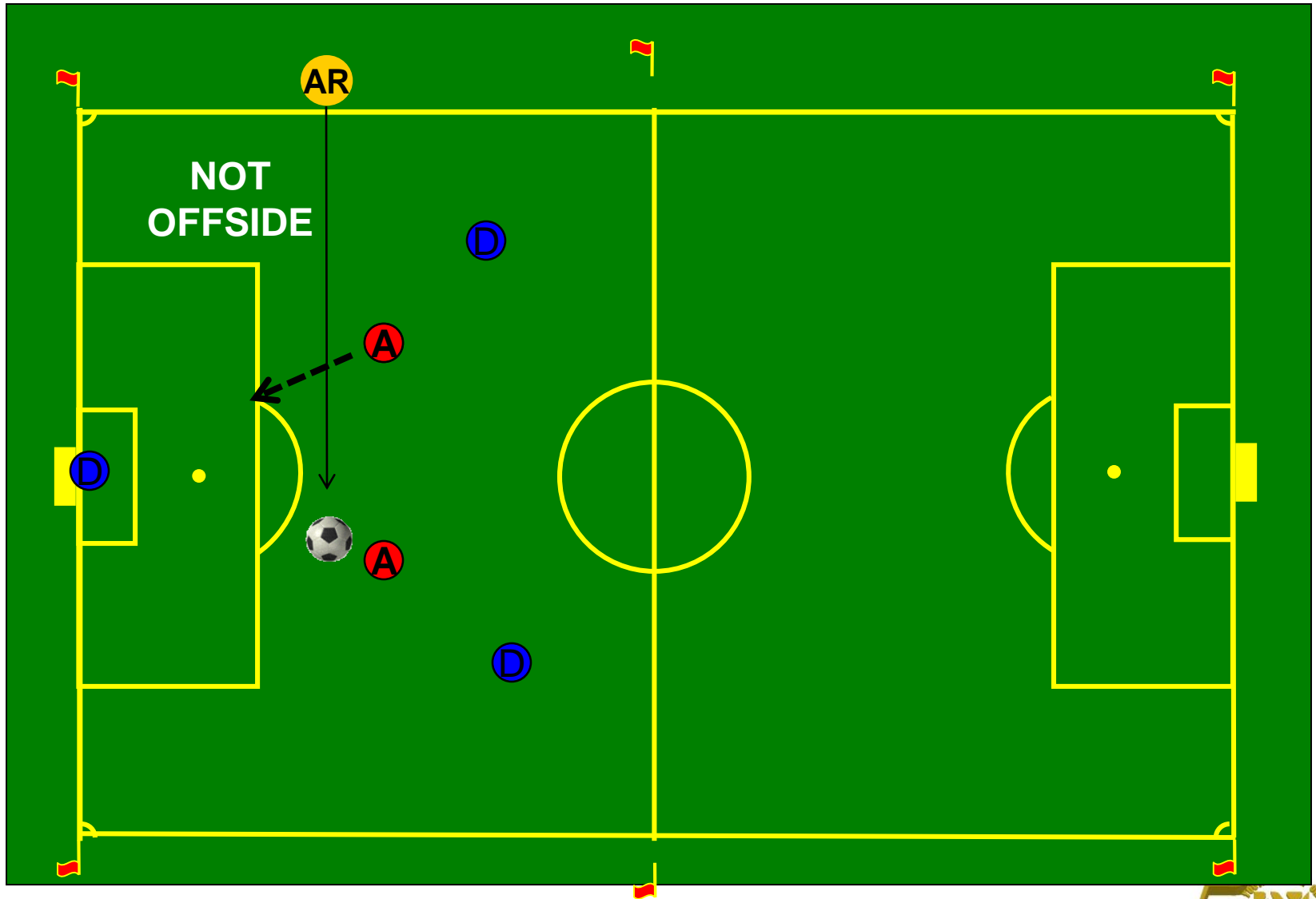
WHERE IS PLAY
RESTARTED?



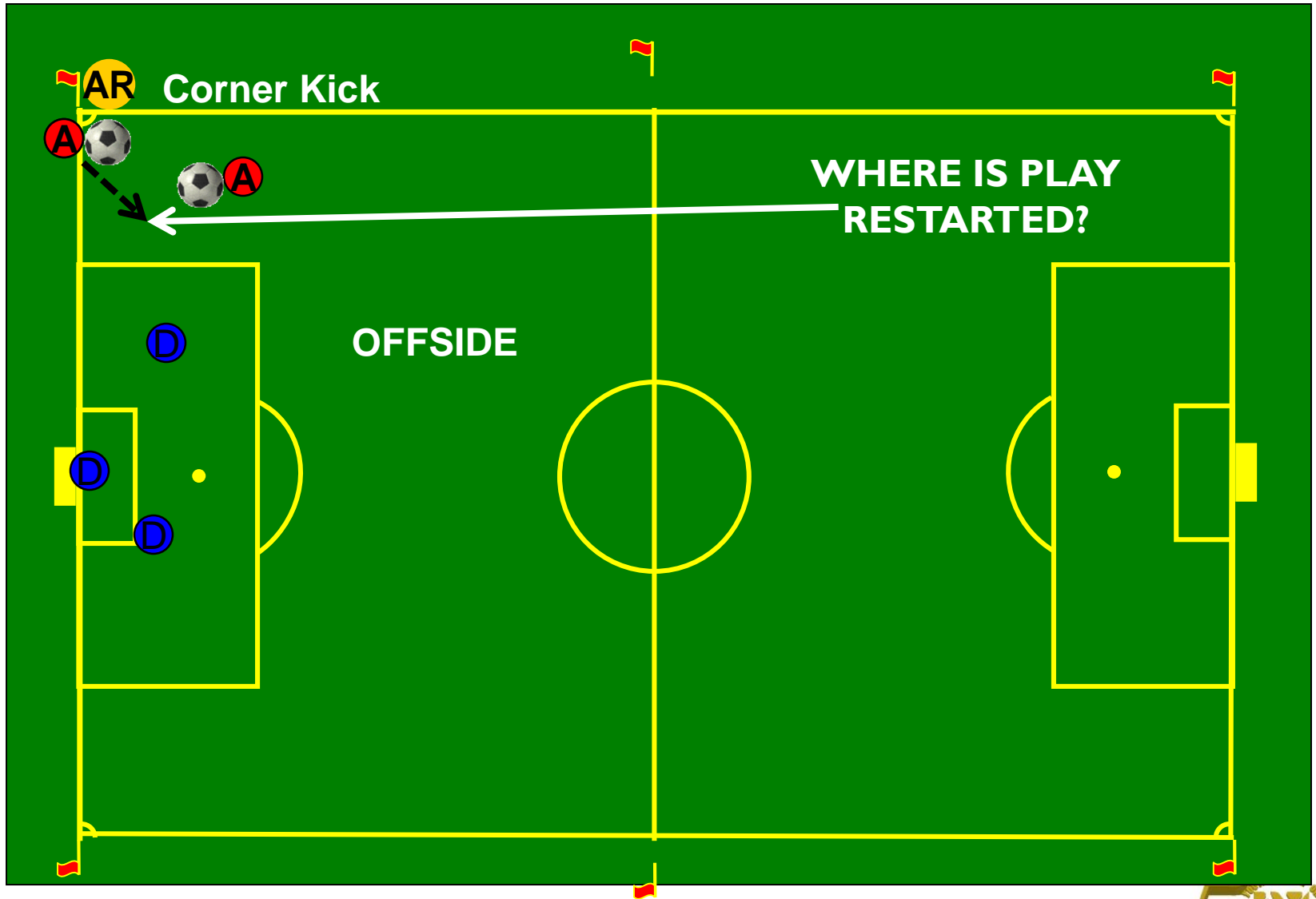
← Direction of attack



← Direction of attack



← Direction of attack



Key Takeaways

Law 11: Offside

It is not an offense to be in an offside position

Wait for Active Involvement before penalizing for offside

The player is not required to touch the ball for the offside to be penalized

A soccer ball is positioned on a green grass field, partially overlapping the text of the third point. The ball is white with black and grey patterns.

Referee and Asst. Referee Mechanics



Referee Duties

Priorities

Keep a record of the match

Time keeper

Score keeper

Manage substitutions

File a written match report



Referee Duties

Priorities

Stop play for injury

Restart play when it has been stopped

Suspend/terminate a match for cause



Referee Communication

Signals

Whistle



Hand



Voice



Referee Positioning

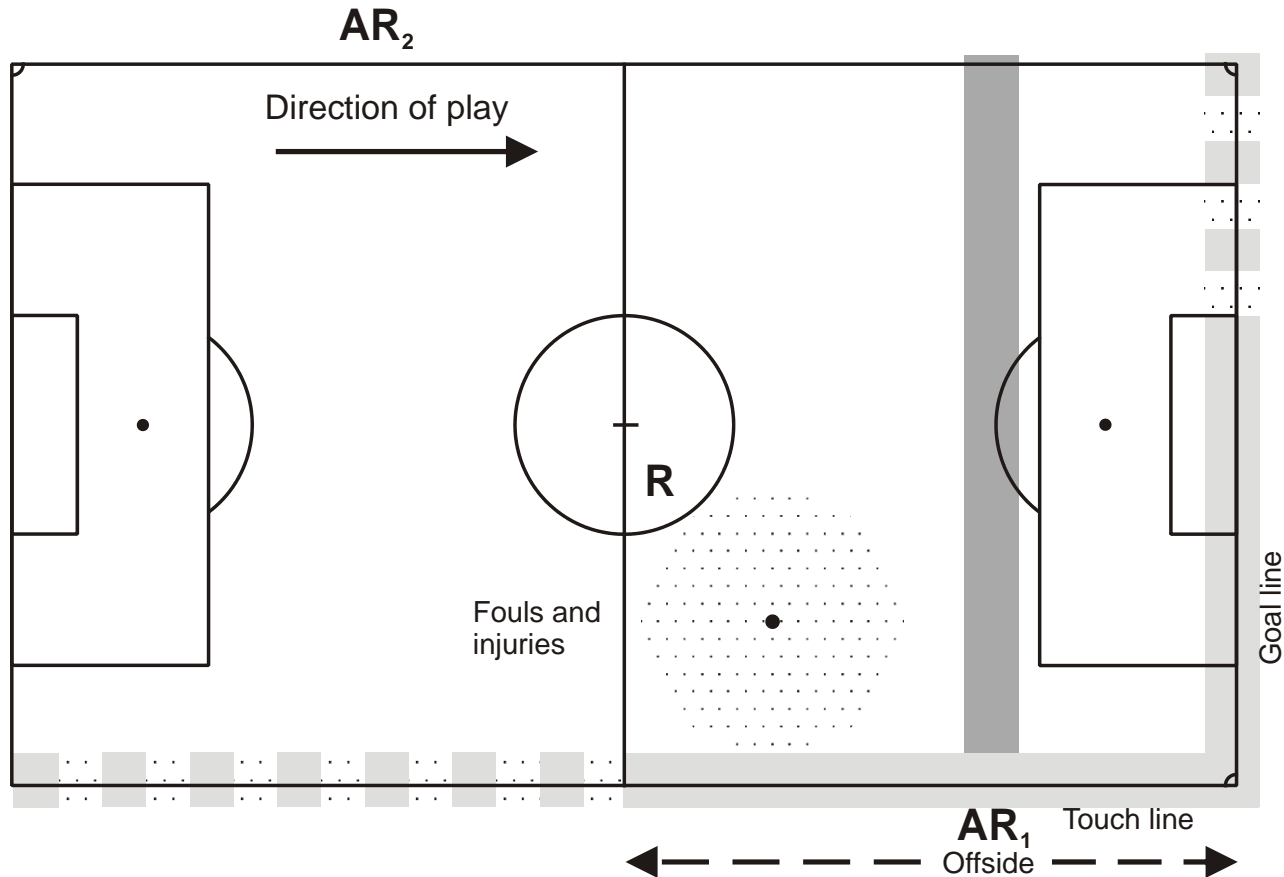


Diagram 1



Referee Positioning

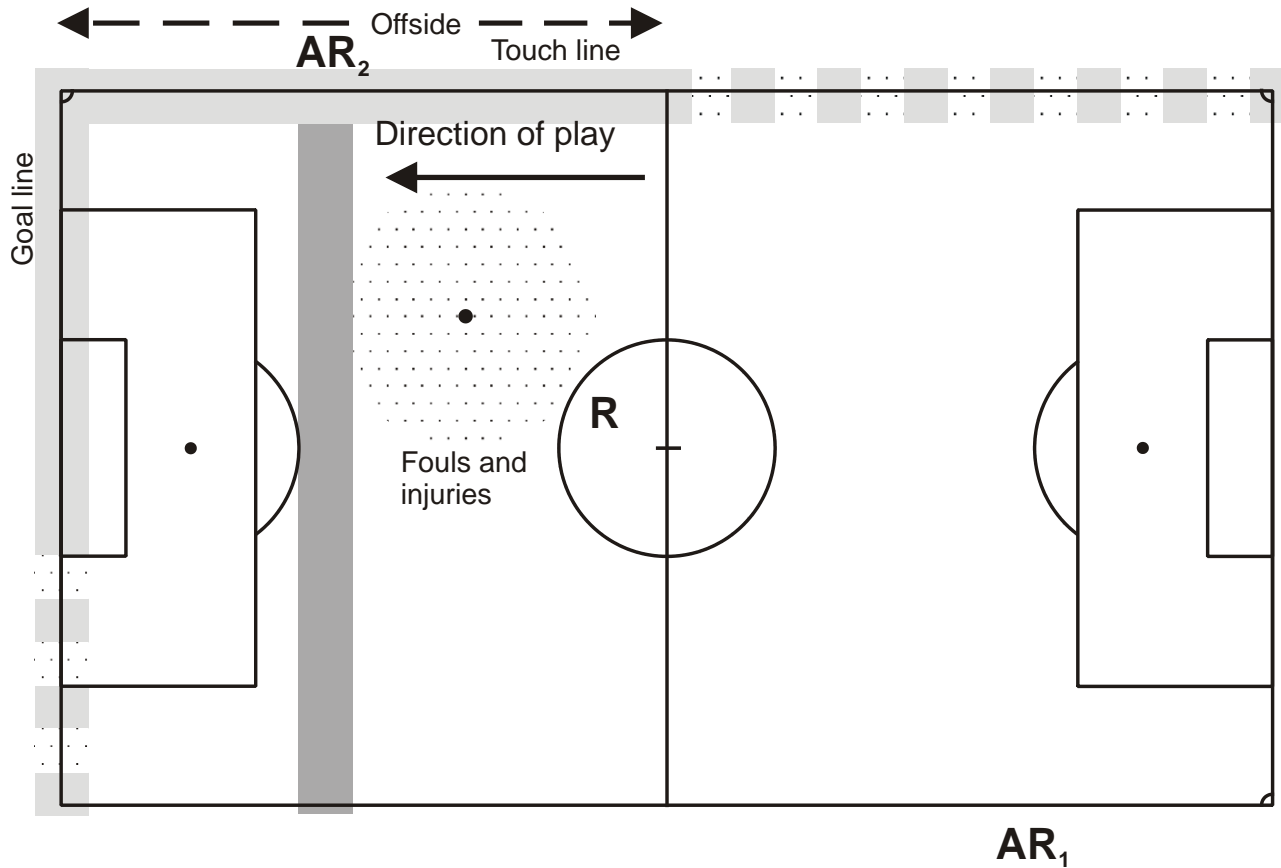


Diagram 2



Referee Positioning

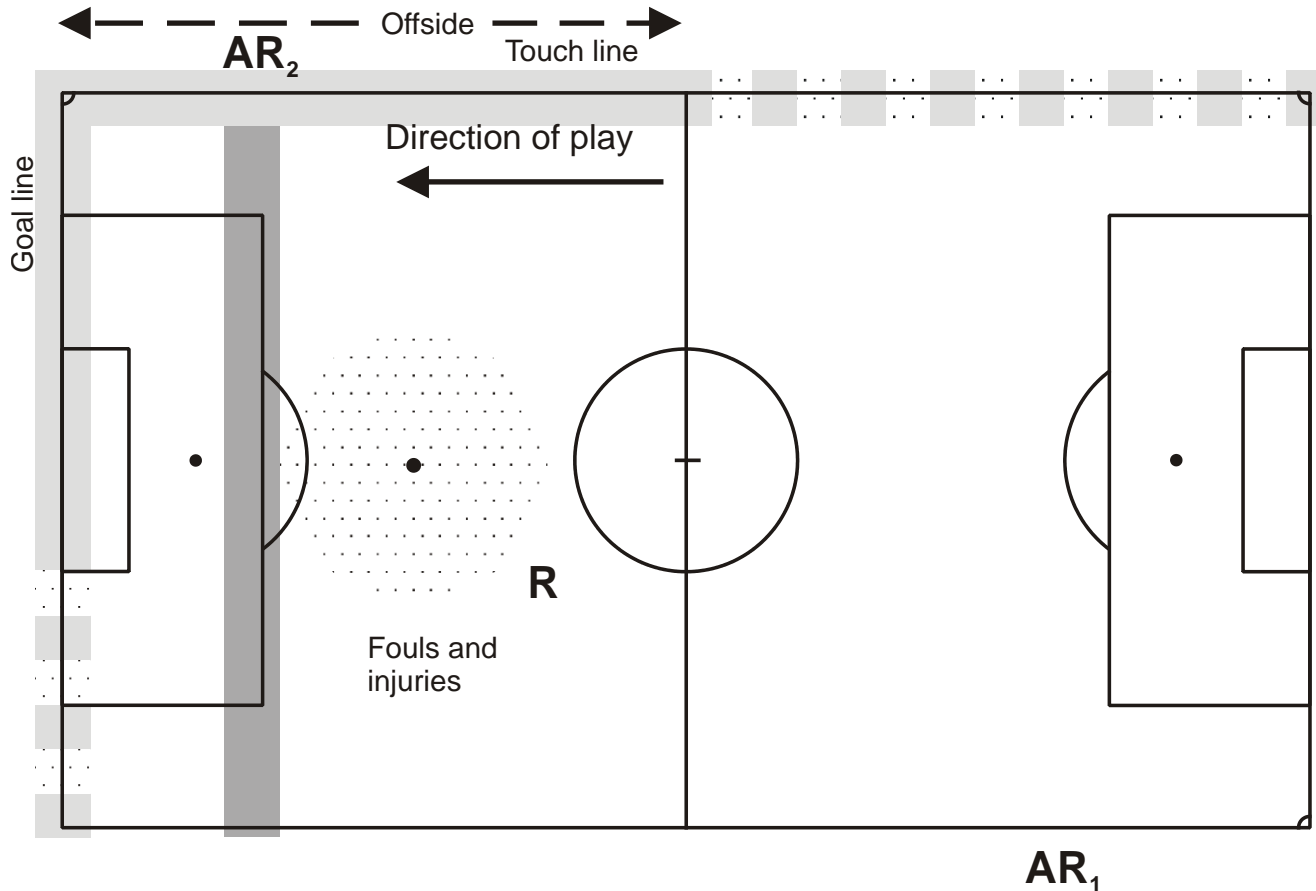


Diagram 3



AR Duties & Signals

Priorities

Indicate ball out of play

**Indicate which side gets throw-in,
goal kick or corner kick**

**Indicate when offside offense
has occurred**

**Assist the referee to manage the
game**



Club Linesmen

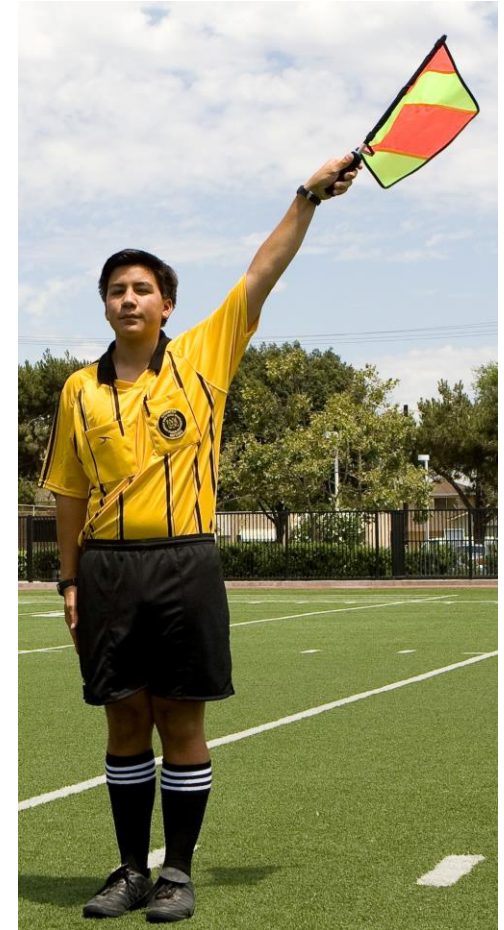
Only responsibility

Indicate ball out of play



AR Signals

Priorities
Throw-in



AR Signals

Priorities
Goal kick



AR Signals

Priorities

Corner kick



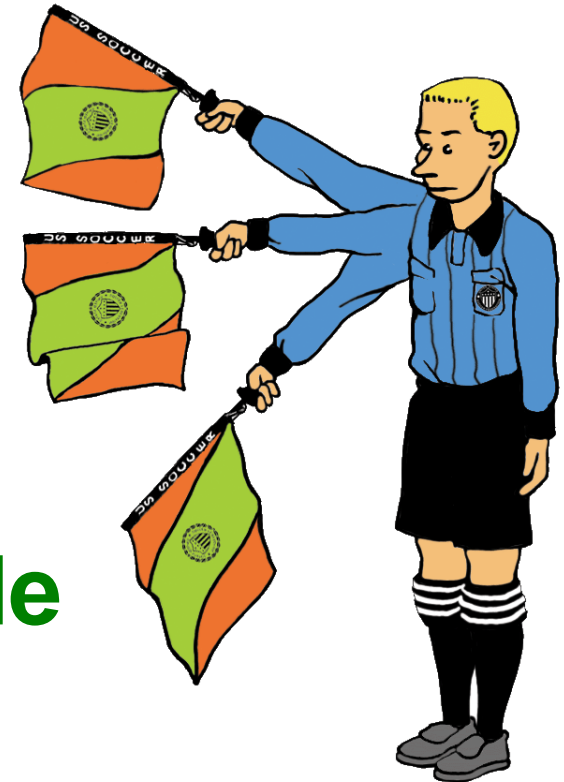
AR Signals

Priorities
Offside

Far Side

Middle

Near Side



Key Takeaways

Referee and AR Teamwork

The Referee's role is to ensure the game is Safe, Fair and Fun

Assistant Referees assist the Referee

The referee team positions themselves to “box” play



Checking for Learning

Who determines when the half is over?

The referee

Who makes the decision to stop play for offside?

The referee

What method of communication by the Referee is required to say to the players “Stop playing – I saw a foul”?

The whistle



Checking for Learning

What is the Assistant Referee's signal for a throw-in awarded to the attacking team?

Faces the field of play and raises the flag 45 degrees above the diagonal with the right hand, parallel to the touch line.



Checking for Learning

What method of communication by the Referee is required to announce to the players to take a kickoff?

To give a signal, most commonly by blowing the whistle

What is the Club Linesman's signal for a throw-in awarded to the attacking team?

None. A Club Linesman can only indicate when the ball has gone completely out of play (by raising the flag straight up). He cannot indicate who gets the throw-in.



Coaching Concepts



Coaching Concepts

Objectives of the game

Attackers:

Score

Advance

Maintain

Possession

Defenders:

Stop scoring

Delay

Regain

Possession



Coaching Concepts

Principles of play

Attackers:

Penetration

Support

Mobility

Width

Creativity

Defenders:

Pressure

Cover

Balance

Compactness

Control/Restrain



7v7 Build Out Line

(Facts provided by U.S. soccer)

When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play

Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal

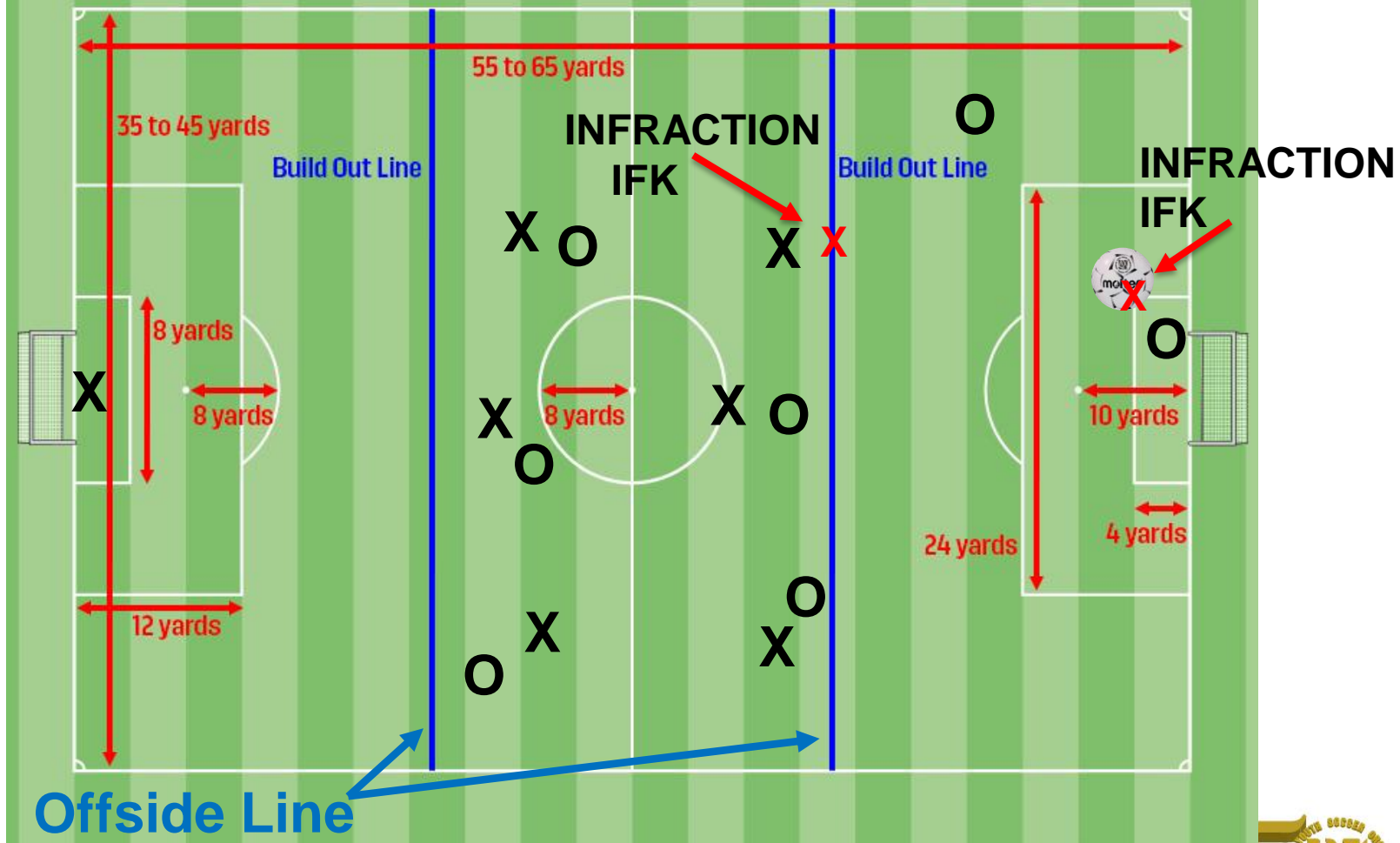
The opposing team must move behind the build out line during a goal kick until the ball is put into play

If a goalkeeper punts or drop kicks the ball, an IFK is awarded to opponents from the spot of the offense

If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred



PDI Mandate: 7 v 7



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



Thank You!!

