

2009
Referee instructions
and
Laws Of The Game
(Simplified)
for
Under 6 and
Under 8 play



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Keep Handy for Reference

AYSO PHILOSOPHIES

- Everyone Plays
- Open Registration
- Balanced Teams
- Positive Coaching
- Good Sportsmanship

Referee Resources:

- Web Site
- Online quizzes
- Referee Administrator
- 650-357-0449
- referee@aysosm.org
- Any Board Member

This Manual

Throughout AYSO, the very youngest players traditionally participate in a simplified soccer game with very simple rules. The coaches and referees are often very new to the game, and the players are very young.

This manual also supplements the San Mateo Regional Guidelines – the policy document that covers all soccer in San Mateo. Please refer to the Field of Play throughout this manual for an understanding of the markings of the field and how they relate to the different restarts (i.e., throw-in, goal kick, corner kick, kick-off).

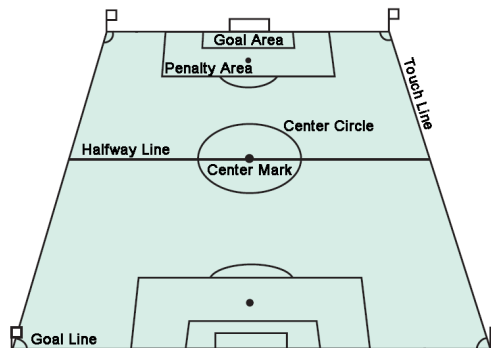
LAW 1 (The Field of Play)

The field of play is the entire playing field which is marked with a line. These lines are a part of the area they mark. The field is divided by a **halfway line**. There is a circle in the middle of the field called a **center circle**. Its purpose is to give a reference as to how far from the ball the players must stand at the taking of the kick-off from the **center mark**.

The **penalty area** is the only area that the goalkeeper may use his hands to control the ball. It is the larger of the two areas near the goal line. (For older players, penalty kicks are taken from the penalty spot – however no penalty kicks are ever issued in U6 or U8 games).

Corner arcs are the quarter circles marked at the corners of the field and are used to position the ball for a corner.

The **goal area** is the smaller area just in front of the goal. The goal area is the space where the ball is placed in the taking of the goal kicks.



LAW 2 (The Ball)

Soccer balls are supplied by AYSO to each coach for use in games and practices. Either team may supply the game ball but it is customary for the home team to do so. There are three sizes of balls used in – the size of the ball increases with the size of the players. U6 and U8 players use a size #3 ball, U10 and U12 players use a #4 ball and older players use a size #5 ball.

The referee's main concern with the ball is the proper inflation. A properly inflated ball can be depressed about a quarter of an inch when squeezed with the thumb.

LAW 3 (The Number of Players)

The coach will fill out a **line-up card** with all the players on his/her team listed in order by **jersey number** (Please remind the coach if it is not done properly – then future referees will have it easier.)

Official Lineup Form

REGION _____ DIV _____ TEAM U10-05

TEAM NAME BOMBSHELLS

TEAM COLORS BLUE / WHITE

COACH'S NAME JIM SMITH

ASSISTANT COACH'S NAME _____

Team number
Team Name
Uniform Colors
Coach Names

No.	PRINT PLAYERS NAME*	Goals Scored		Qtrs. Played			
		1	2	3	4		
2	← MANNAR						
3	BILL JONES						
4	CALVIN HOBBS						
6	MARK JONES						
7	BILL RABO						
9	TONY SMITH						
10	BRIAN CHING	A	F	S	E	N	T
11	JOHN CONWAY						
12	MANNY LACOS						
13	IAN RUSSELL						
14	BRIAN MULLAN						
15	JOSH SAUNDERS						
16	DENISS PALMER						
17	TODD DUNNAN						

List players in jersey number order

Indicate player's First and Last name

Indicate absent (not late) players

Do not fill in area at right (leave this for the referees)

*Indicate: GK - goalkeeper; C - Captain; A - Alternate Captain.
All players on roster must be listed; indicate reason for absence.

Date 9/18 Time 10:00 Field _____

Halftime Score _____ In Favor Of _____

Final Score _____ Winning Team _____

Referee must sign reverse side _____ Losing Team _____

Game Information

A team will field 7 players for U6 games and 9 players for U8 games. One of them must be designated as goalkeeper.

In the event that one or both teams are unable to provide 7 players, the referees and the coaches should work together to provide the best soccer experience for those who did show up possible. A practice which has worked for several teams in the past is to allow a coach to borrow a player or two from the larger team to help in providing a Safe, Fun, and Fair game. (For divisions U10 and older, seven or more players per team are required in order to start a game.)

ALL PLAYERS MUST PLAY ¾ OF A GAME! No exceptions. In divisions U6, U8, and U10, a player must play in the field at least the same amount of time, or more, than the time he/she plays goalkeeper. Referees keep track of the goalkeeper with a GK in the quarter the child plays the goalkeeper position.

Substitutions are done at quarters. **Do not stop the clock at quarters for the process of substitution.** One referee will do one team as the

other referee handles subs from the opposite side. A goalkeeper change can be made at quarters, with any player playing the position. A goalkeeper switch can be made at any stoppage of play, but if it is not a quarter-break or half time break the player switching with goalkeeper must be one of the players already on the field.

Injury substitution can happen at any time in the game. If a player is injured during play he/she can be replaced with a player from the sideline (The player starting the quarter gets the credit for playing the full quarter not the substitute). The coach may play short and the injured player may come back on when recovered from the injury. Once a player is substituted, he/she is out for the rest of the quarter.

Late arriving players will play half a game (i.e., two quarters) if they arrive in the first quarter of the game. If they arrive in the 2nd or 3rd quarter they must play at least one quarter of the game.

LAW 4 (The Player's Equipment)

Shin guards are a must! Players will not be allowed to play without shin guards. Shoes do not need to have cleats and tennis shoes are allowed. **Baseball cleats are not allowed** and are distinguishable from soccer cleats in that they have a cleat on the toe of the shoe. Soccer cleats are helpful on wet fields because tennis shoes can be a bit slippery on wet grass. **No casts** are allowed. Not even if they are padded (AYSO insurance will not cover incidents on players involving casts). Things to look for on the safety check just before the game are casts, rings, earrings, necklaces, watches and chewing gum.

Neatness and safety are the reason for the uniform check before the game. Make sure the kids have their shirts tucked in.



LAW 5 (The Referee)

New soccer coaches who have baseball and basketball experience may think that yelling at the official is acceptable. Not so in soccer. The referee's decision is final. The referee has the right to terminate the game if the players, coaches or spectators get too rowdy. If there is a problem with a parent that a hand wave will not quiet, stop the game and have the coach quiet the spectator. Remind him this is AYSO where only **positive coaching** and **positive cheering** are allowed.

The Referee is expected to stay calm under all circumstances. Never come down to their level and get into a shouting match. Everyone loses in a shouting match. We are volunteering our time so the kids will have an enjoyable experience, not one they compare to a hockey match.

Note: Law 6 describes the duties of Assistant Referees. In U6 and U8 games, there are no Assistant Referees.

LAW 7 (The Duration of the Match)

A soccer match is timed in halves of equal length. The time for a quarter substitution is approximate. In U6 and U8 games, the duration of the match is 40 minutes (two 20 minute halves). Therefore, quarter subs will be made at approximately 10 minutes (plus or minus a minute is about

right). Wait for the ball to go out of play, for a quarter break. At half time and at the end of the game the exact 20 or 40 minute mark is the time to blow your whistle loud and long to indicate the end of the period. At the quarter when the ball goes out of play, blow your whistle so they do not proceed with the throw-in or corner kick or goal kick and indicate substitution by rolling your arms (like traveling in basketball).

Don't stop time for injury time and/or quarter breaks. Allow about 5 minutes break at half-time (hot days a bit longer). The schedule of games allows for about 15 minutes between each game in which the referees have to work with.

LAW 8 (The Start and Restart of Play)

At the beginning of the game, the **kick-off** is decided by the toss of a coin. The team winning the toss chooses which goal to attack and the other team automatically kicks-off. **The kick-off to start the second half** is done by the opposite team and the direction of play by the teams is reversed.

After a goal is scored the game is restarted with a **kick-off** by the team losing the goal.

All players must be on their own side of the field at the taking of a kick-off. The defending players must also be 10 yards away from the ball to give the kicking team a chance to set-up their play (the center circle is a 10 yard radius. So the defending players must stay out of the center circle at a kick-off). The kicker must start the ball in a forward direction even if only slightly. He cannot play the ball a second time until it is touched by another player.

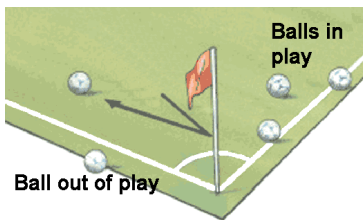
Dropped ball is the only other way of starting play if the game has been suspended for some reason other than ball out of play or normal breaks in the game (half-time or quarter which should be at a throw-in break). The most common time for a dropped ball is after a game has been stopped due to injury. The dropped ball should be taken at the spot the ball was at the time the referee blew his whistle to stop play. When dropping the ball, drop it (don't throw it) from the child's waist height, not yours!!

LAW 9 (The Ball In and Out of Play)

Play is continuous, unless the referee stops play (blows whistle), or the ball goes out of play (see ball in/out play diagram). It is not critical if the

player steps out of play. If the ball is still touching the line it is in play. It is wise on close plays to call out "play" so the kids realize the ball is still in play. Conversely, it is necessary to blow your whistle on close out of play balls that the players keep playing. The coaches usually tell the kids on close plays "play the whistle", so if they are in doubt they will keep playing the ball.

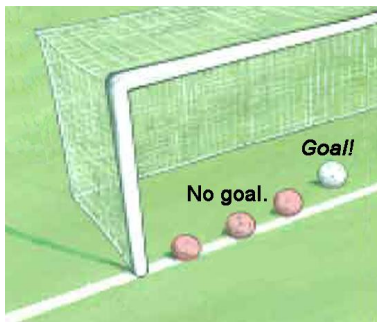
Rebounds from the goal post, corner flag or referee are in play as long as the ball does not leave the field. The referee is part of the field just like a sprinkler head. A bad bounce off of either is just the same only sometimes the referee says "ouch".



LAW 10 (The Method of Scoring)

A goal cannot be scored until the ball completely crosses the **goal line** between the goal posts (see goal/no goal diagram). It is also important to note that a goal can be scored directly from a corner kick, free kick, goal kick or kick off but not from a throw-in.

The position of the ball, not the goalkeeper determines a goal. If the goalkeeper enters the goal to stop the ball completely crosses the goal line and he/she is successful there is no goal. **The ball must completely cross the line to be a goal.**



LAW 11 (Offside)

There will be no offside calls in U6 or U8 Divisions. Should a player decide to "hang out" near the other team's goal, encourage him to join his team and the game. Blatant misuse of the offside law should be taken up with the coach at the most convenient opportunity.

LAW 12 (Fouls and Misconduct)

There are several fouls for which the referee can award a **free kick** to the offended team. In U6 and U8 games, the most common are tripping, holding, pushing and handling (hand ball). The foul must be **against an opponent**.

Handling the ball (hand balls) **must be intentional**. Players at this level will often touch the ball as they use their arms for stability – this is not handling! Examples of handling include actually picking up the ball or hitting the ball with the hand or arm (as seen in a volleyball game).

The children playing in these divisions seldom foul intentionally. However, if "Little Johnny" trips or tackles another player blow the whistle and call the foul. Don't let blatant fouls go unacknowledged.

LAW 13 (Free Kicks)

Free kicks are usually taken at the point of the infraction (where the foul occurred). At the taking of the kick the defending players must move away 10 yards (5 yards in U6 games).

At this level, the referee should recognize that some locations are poor places for free kicks (for example, in the penalty area). In the interest of promoting a Safe, Fun, and Fair game, the referee may place the ball in a more appropriate location.

LAW 14 (The Penalty Kick)

A **penalty kick** is awarded when the defending team commits a foul against the attacking team in the penalty area. However, **no penalty**

kicks are awarded in U6 or U8 games. Move the ball out of the penalty area and award a free kick.

LAW 15 (The Throw-In)

When the whole of the ball passes over a **touch line**, either on the ground or in the air, it shall be thrown in from the point where it crossed the line, in any direction, by a player of the team opposite to that of the player who last touched it.

Anyone on the team can take a throw-in, even the goalkeeper. The thrower shall use both hands and shall deliver the ball from behind and over his/her head in one continuous motion. The thrower's feet must be on the ground and on or behind the touch line.



LAW 16 (The Goal Kick)

When the whole of the ball passes over the **goal line** last touched by the attacking team without going in the goal, a **goal kick** is awarded to the defending team. The goal kick can be taken by anyone on the defending team. The kick may be taken anywhere from within the goal area. The attacking team must stay out of the penalty area when the defending team takes the goal kick. The defending team may stay in the penalty area while they take the goal kick. **The ball is not back in play until it leaves the penalty area.** However, no player (attacking or defending) may play the ball before it clears the penalty area. If a player does, the kick will be retaken. In U6 and U8 matches where the players are having difficulty in clearing the penalty area, **move the ball up to reduce the distance to clear the penalty area.** In the interest of promoting a Safe, Fun, and Fair game, the referee may place the ball in a more appropriate location.

LAW 17 (The Corner Kick)

When the whole of the ball passes over the **goal line** last touched by the defending team without going in the goal, a **corner kick** is awarded to

the attacking team. The corner kick is taken from the corner of the field closest to the side the ball went out. The arc just below the corner is the area designated for the taking of corner kicks.

Anyone on the attacking team may take the kick. The defending team must stay 10 yards away at the taking of the kick (5 yards in U6 games).