

2019 San Mateo AYSO 10U-12U Referee Guidance



2019-2020 IFAB Laws of the Game Changes

Refer to www.aysosm.org/referees for a summary of all 2019-2020 IFAB Laws of the Game and AYSO Rule changes.

Spirit of the Game

1. Based on Law 5 (The Referee), referees have full authority to enforce the Laws of the Game in connection with the match and in a manner reflective of the “spirit of the game”. They do not have to stop play for every trifling infraction.

Coaches and the Technical Area

1. Up to two certified coaches and their players may be in the technical area. Everyone else, including team parents and spectators, must be located on the opposite touchline.
2. Certified coaches must wear their AYSO San Mateo-issued photo ID. If a coach does not have his/her AYSO SM-issued photo ID, they cannot coach and cannot be in the technical area. This must be noted on the game card for the Division Coordinator.
3. If a team does not have at least one certified coach present, then the team cannot play. **No exceptions.**
4. Coaches are reminded to stay in their technical area (e.g., don’t run up and down the touchline; stay at least 1 yard away from the touchline). For 10U, the technical areas are between the halfway line and the build out line.
5. Confirm with the coaches that they have the player medical forms. **No forms. No game.**

The Players’ Equipment (Law 4)

1. During check-in, if the players are not wearing the same league-issued uniforms, shorts, and/or socks, note this on the game card. Let the kids play if the equipment is safe.
2. No jewelry (except for properly taped down medical alert bracelets). **No exceptions.**
3. Ask the coach to address any equipment issues.

10U Retake Guidance

1. For the first 3 matches, referees should allow players to retake the following restarts, if done in an improper manner. After the referee has blown the whistle, the referee should briefly instructed the player on the proper procedure:
 - a. An improper throw-in (but not if the ball goes into play with a proper throw-in and then goes completely across the touchline into touch)
 - b. Double touch of a kick-off, goal kick, corner kick, and free kick
2. For the first 3 matches, referees should stop play and briefly instruct the goalkeeper on the proper procedure if:
 - a. The goalkeeper holds the ball and crosses over the penalty area line such that the whole ball has completely crossed the whole penalty area line.
 - b. The goalkeeper handles the ball when it is kicked **deliberately** to the goalkeeper by a teammate or thrown **directly** to the goalkeeper by a teammate.
 - c. Goalkeeper punts
3. Starting the 4th week of the fall season, referees should not allow retakes.

10U Build-out Line

1. Build-out line located halfway between the halfway line and penalty area line parallel to the goal line.
2. When goalkeeper gains control of the ball with goalkeeper's hands:
 - a. Opponents must move behind the build-out line. Referees shall instruct the opponents.
 - b. Goalkeeper must release the ball by throwing, rolling, or passing the ball to a teammate. The teammate may be on either side of the build-out line.
 - c. Goalkeeper may release the ball before opponents move behind the build-out line.
 - d. The ball is in play when the ball leaves the goalkeeper's hands.
3. When a goal kick is to be taken:
 - a. Opponents must move behind the build-out line. Referees shall instruct the opponents.
 - b. Goal kick may be taken before opponents move behind the build-out line.
 - c. The ball is in play when the ball is kicked and clearly moves (ball does NOT have to leave the penalty area).
4. Opponents behind the build-out line may cross the build-out line once the ball is in play.
5. Attackers are only in offside position between the build-out line and the opponent's goal line.

10U Goalkeeper Punts and Drop Kicks

1. Goalkeeper punts, drop kicks, and half volleys are prohibited. An indirect free kick (IFK) will be awarded to the opposing team at location where goalkeeper punted/drop kicked the ball. Law 13 applies for the placement of the ball for the IFK.
2. Goalkeeper is to throw, roll, or pass the ball to a teammate. The teammate may be on either side of the build-out line.
3. Goalkeeper may not be challenged when releasing the ball.

12U and Higher Retake Guidance

- Referees should not grant retakes for any 12U and higher division matches.

12U Goalkeeper Punts and Dropkicks

- Goalkeeper punts, drop kicks, and half volleys are allowed.

No Heading in 10U and 12U

- Heading is banned for players in 12U and below for both practices and matches.