

RYS Referee Guidelines – July 15, 2011

1. Ball out of play
 - a. When is the ball out of play (over the line, touch line or goal line).
 - b. What is the appropriate restart (corner kick, goal kick, throw in, etc.).
 - i. If ball goes out over touch line (side line), throw in goes to opposite team that touched it last
 - ii. If the defense team touches the ball last when it goes over the goal line, then the offensive team gets a corner kick
 - iii. If the offensive team touches the ball last when it goes over the goal line, then the defensive team gets a goal kick
 - c. Throw in mechanics (if they lift their foot, step onto the field completely pass the touch line with at least one foot, or it is not thrown with both hands over the head (i.e., throw it from the side, chest pass, wing it with one arm), the other team gets the ball)
 - d. Corner kick
 - i. Defensive team has to be 10 yards away
 - ii. No offside on corner kick
 - iii. Referee should be close to the goal line so he can see if it goes out of bounds
 - e. Whistle does not have to be used to indicate the ball is out of bounds unless the players continue to play, then the whistle should be used to stop play
 - f. No whistle is needed to put the ball back into play on normal out of bounds
 - g. Goal – Blow whistle and point hand to center circle. If two referees are working the game, both can signal. If there are questions on rather or not the ball fully crossed the goal line or if there was an infraction prior to the goal, referees should confer before restarting the match. Once the match is started, the goal cannot be rescinded.
2. Start of game
 - a. Flip Coin
 - i. Visitors Call
 - ii. Winner chooses Ball or end to defend (HIGH SCHOOL RULE) (USSF winner of flip picks the end to defend, loser gets possession)
 - b. Kick off must move forward, no second touch
 - i. If kick does not go forward, kick is taken again
3. Half Time (or end of quarters)
 - a. Two long tones on whistle and point hand toward center of field
 - b. Teams switch halves at half time
 - c. The other team gets to kick for second half
4. End of Game
 - a. Three long tones on whistle and point hand toward center of field
 - b. Record score
 - c. Shake each coach hands and players if they offer it (in high school the teams bump the referees hands followed by the coaches)
5. Free Kicks

- a. Indirect Free Kick (signaled by holding hand straight up until ball is touched by another player, if not touched by another player and goes into goal, no goal)
 - i. Second touch (on throw in, free kick, goal kick, etc).
 - ii. Dangerous play (high kick, playing from the ground).
 - iii. Offside
 - iv. Restart play after injury (team with possession gets to kick) (HIGH SCHOOL RULES) (USSF has a drop ball)
 - b. Direct kick penalties (point in direction of the kick and move to where the ball is going to be kicked)
 - i. Holding, pushing, tripping, charge at, strike at, etc
 - ii. Handling the ball deliberately (if the ball plays the hand this is not a penalty). Little kids especially have the ball hit their hands when they are dribbling down the field. If the player, moves their hands to block the ball or stop the ball, then this is a deliberate hand contact and should be called.
 - iii. When does a direct kick become a penalty kick (in the box)
 - 1. A direct kick foul was done by the defensive team in their own box
 - 2. These fouls include pushing, holding, tripping, charging, striking, deliberately handling of the ball
 - 3. If a dangerous play is done (high kick, playing on the ground), this is not a direct free kick foul, so the restart is an indirect kick, taken from where the foul occurred.
 - c. Giving 10 yards for a wall when the team asks, normal is to allow a quick free kick. If team ask for a free kick, then use the whistle to restart the game
6. Offside
- a. Basic Rule
 - i. A player is in the offside position if he is closer to the goal than the second to last defender and the ball, and in his offensive side of the field
 - ii. When the ball is kicked, the offside status is checked
 - iii. If the player receives the ball or is the only offensive player in pursuit of the ball, call the foul
 - iv. If the player is not involved in the play, on the other side of the field, then do not call offside
 - v. If the offside player is interfering with the defensive players, a foul should be called.
 - vi. If the player gains the advantage because of his offside position, then the foul should be called. This occurs if the ball rebounds off the goal post to a player that was offside when the ball was kicked or if the ball rebounds off a defensive player to a player that was offside when the ball was kicked. In these cases, if the offside player touches the ball, the foul has occurred.
 - vii. There is NO offside on throw in, goal kicks or corner kicks
 - b. Mechanics
 - i. Referee needs to be near the second to last defender
 - ii. If offside is called, the referee whistles, and gives an indirect free kick where the offside player was when the ball was kicked. The referee can signal offside by either using the football offside signal or by yelling

- offside. The coaches and players need to know what the call is, ESPECIALLY, if a goal was scored and is going to be disallowed.
- iii. Hold hand straight up when the ball is kicked until another player touches the ball

7. Substitutions

- a. Either team can substitute for the following:
 - i. After goal is scored
 - ii. Goal kick
 - iii. Injury – where the player is required to leave the field
- b. Team with possession (if team with possession is substituting, the other team is allowed to substitute)
 - i. Throw in
 - ii. Corner Kick (HIGH SCHOOL RULES) (USSF does not allow for substitution on corner kicks)
- c. Whistle
 - i. High school and USSF indicates a substitution by two quick whistles
 - ii. Once the referee is ready for play to continue, one quick whistle indicates a restart

8. Injury

- a. Once the referee notices an injured player the referee should do the following:
 - i. Check players condition:
 - 1. getting up and not crying – let play continue
 - 2. laying on the ground and not moving – stop play, signal coaches to come onto field
 - 3. kneeling, but unable to get up – stop play, signal coaches to come onto field
 - 4. the younger the player, the more likely the coach should be called on. Be quick to stop play to make sure the player is OK. For the younger players, sometimes the parent will come on to the field to assist.
 - 5. if ball goes out of bounds and a injured player is noticed, hold off on the restart of play and access the injured player
 - 6. stop time if player is going to be replaced
 - b. Restart
 - i. If ball was out of bounds, then start the play with the appropriate restart
 - ii. Indirect free kick if a team was in possession of the ball when the referee stopped the play (HIGH SCHOOL RULES)
 - iii. Drop ball if a team was not in clear possession.

9. Fouls – direct free kick

- a. Pushing – called if player uses his hand to push a player away
- b. Holding – called if play is holding the shirt, arm, etc
- c. Charging/charging at – play roughly charges at a player when the ball is not in playing distances
- d. Striking/striking at – play hits, throws ball, pretends to throw the ball at another player (does not happen much in Roanoke)
- e. Unsporting behavior – yelling at other players

- f. Spitting – spitting at other players
 - g. Handling the ball deliberately – if the play reaches for the ball, then call it. If the ball plays the players hand, then don't call it
10. Coach and Parent Interaction
- a. Parents should allow for at least 3 or 4 feet between their feet and the touch line. Ask them politely to move back before the game. There should be room for a throw in and for the referee to run outside the touch line.
 - b. Parents at times will yell at the referee. On the most part this should be ignored. If it reaches a level of distraction for the referee and the players, stop the game and ask the coaches, referee committee, or RYS personnel to help quiet down the parent. The referee should not normally confront the parent.
 - c. Talk to each coach before the game. Ask them if they have questions about the rooms. Make sure everyone knows how many minutes are in each quarter.
 - i. 4-5 – 8 minute quarters, 2 minutes between quarters and 5 minutes between halves
 - ii. 6-7 – 10 minute quarters, 2 minutes between quarters and 5 minutes between halves
 - iii. 8-10 – 12 minute quarters, 2 minutes between quarters and 6 minutes between halves
 - iv. 11-14 – 25 minute halves, 5 minutes between halves