

# **ASA Summer Program Referee Guidelines**

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- 0.1 Overview:** ASA's Summer Soccer League is designed to be fun and instructional. Our primary goal is to provide a structured yet relaxed atmosphere for our players to learn and improve their soccer skills. The emphasis is on fun – not winning! We rely on our referees to perform their duties competently, of course, but please keep in mind that there are many new players in the league at all age levels, and we need to place the emphasis on instructing them, and not unnecessarily penalize them for their inexperience. "Do-overs" are allowed at younger age groups for such things as throw-ins and other restarts. Use your best judgment, and take the extra couple of seconds to tell the players WHY you're blowing your whistle.
- 0.2 USSF Rules and Guidelines apply for matches except as noted in this document.**
- 0.3 ECYSA's Code of Conduct is in effect.** If you experience problems with a coach or any spectators notify the Referee Coordinator or other Summer Staff immediately!

## **1.1 Pre-Game**

***Show up to the field at least 10 minutes prior to the start time of the game. Games MUST start on time!*** Upon arrival, immediately check in with the staff at "The Tent" located by the shed.

Referee Attire:

- USSF Referee : Wear your standard referee attire, yellow shirt, black shorts, and black socks.
- Not USSF Referee : Wear the ASA referee shirt, black shorts, and white ankle socks.
- Your shirt is required to be tucked in. Do not wear a hat unless it is a USSF referee hat.
- Bring your tools of the trade: *water, whistle, watch, coin, paper, pen and sunscreen.*

If you referee the first game of the day for U6 and U8 games: you are required to pick up and carry the 4 corner cones, the equipment tub and possibly the pugg nets to the field. The equipment tub will include a game ball, extra corner cones and ice packs (2 or 3). CHECK THE CONTENTS BEFORE YOU LEAVE THE SHED AREA! As always, double check that goals are properly anchored and the field is safe to play on.

If you referee the first game of the day for U10, 12, 14 games: , you are required to pick up and carry the 4 corner flags and the equipment tub to the field. The equipment tub will include a game ball, 2 pairs of goalie gloves and 2 goalkeeper pinnies, and ice packs (2 or 3). CHECK THE CONTENTS BEFORE YOU LEAVE THE SHED AREA! As always, double check that goals are properly anchored and the field is safe to play on.

## **1.2 Game Time**

**Instruct the teams to line up and check the following:**

- Shin guards covered completely by socks
- No casts, no metal or hard splints
- Cleats or sneakers : No baseball cleats or metal spikes. A toe cleat is an illegal shoe.
- No jewelry, watches, metal hair clips or pierced earrings\*\*, shorts or pants with metal clips or jeans with rivets.

\*\* (Band-aids or athletic tape covering newly pierced ears / small stud-type earrings is allowed as a last resort *and with the parents' permission*– we don't want to encourage this but we don't want anyone to miss a game or go home crying either).

- No wristbands or necklaces, unless medically required (e.g. Medic Alert bracelets).
- The keeper must wear a jersey color different from both teams. Colored pinnies are kept in the equipment tub for this purpose.
- "Alternate" uniform/kit items MAY BE USED. As long as the players have a red or white colored jersey or pinney, athletic shorts (no buckles or rivets, no cutoffs), proper soccer cleats or sneakers, and soccer socks covering the shin guards, the player is good to go.

**Go to the center circle with a game ball and ask for the captains to come forward:**

- Make the captains shake hands and introduce themselves to each other.
- Coin Toss: The Red Team (visitor) calls the toss.
- Winner of the coin toss chooses which end they want to defend and gets kickoff starting the second half. Loser of coin toss gets kickoff in first half.
- All teams change field direction at the start of the 2nd half, EXCEPT U6 and U8 levels.

**1.3 Game Information and Rule Modifications**

<u>Group</u>	<u>GK</u>	<u>Format</u>	<u>Playing Period</u>	<u>Rest Period</u>	<u>Coach on field?</u>	<u>Ball Size</u>	<u>Substitutes</u>
<b>U6</b>	no	4 v 4	20 min	5 min	yes, 1 only	3	free
<b>U8</b>	no	4 v 4	25 min	5 min	No*	3	free
<b>U10</b>	yes	6 v 6 incl GK	25 min**	5 min	no	4	standard
<b>U12</b>	yes	8 v 8 incl GK	25 min**	5 min	no	4	standard
<b>U14/16</b>	yes	11 v 11 incl GK	30 min	5 min	no	5	standard

\*U8 - For the sake of continuity a coach may enter the field of play at a stoppage to instruct or otherwise assist a player. The coach must ask for permission and the referee must acknowledge the request prior to coach entering the field of play. Referee may pause the game briefly or allow play to continue at his or her discretion.

\*\*U10s and U12s – new format instituted for 2016. Please work with on-site Coordinator for game length and field rotations. Teams will switch fields at the half

**Notes (applies to ALL age groups):**

- If it a very hot day or there is a lack of substitute players, and the coaches would like to play 4 quarters divide the playing period in half, give a two minute break between each playing period.
- The number of players on the field is variable as follows: U6 and U8 may play 3 v 3; U10, U12 and U14 may play with plus or minus one if the score is lopsided. Coaches need to agree on numbers.
- Offsides is not called at U6 or U8 level. For U10s, there is only offsides within the goal line (approximately 16 yards from goal at each end). U12s and U14/16s adhere to traditional offsides rule.

- Except in the U6 age group coaches MUST remain off the field, even in case of an injury, until the referee waves the coach on to assist the injured player. **This is a player safety issue.**

#### **1.4 Game Play**

**Game Start:** when lined up for the kickoff each team must be on their side of the field, defending team outside the center circle. The ball must move *forward* on your whistle, and the kicker cannot touch the ball a second time until another player touches it. If this occurs, award an indirect free kick to the opposing team at the spot where the player touched the ball a second time.

**Timekeeping:** Start your watch to time the game before you blow the whistle to start. It is running time. Never stop your watch. If there is an injury that takes up a great deal of time, you can add a few minutes if time allows— however, you cannot run into the start time of the next game. Take into account water breaks on hot days.

**Scoring:** Keep track of the score. Remember, the ball must be completely over the goal line to be a goal! Lopsided games are when one team is up by 5 or more goals. If this happens remind the coach that they should pass more, shoot from a long distance from goal, or have the players shoot with their less dominate foot. Coaches may also choose to add a field player on the losing team. The coaches need to agree on this prior to the extra man.

#### **Other:**

Remember to watch for children hanging from the goal posts. This is very dangerous and is absolutely not allowed. Check nets to make sure they are properly anchored with sandbags. If they are not securely anchored you MUST inform the on-site Summer staff (located at the tent/table near the shed) and they, not you, will remedy the problem.

There is no slide tackling in summer soccer IN ANY AGE GROUP! This is a Dangerous Play infraction.

There are no yellow or red cards in summer soccer.

Serious player infractions in any game should be reported to a Referee Coordinator.

Safety is the most important objective. If a child becomes over aggressive, tell the player to “settle down” and tell the coach your concern in a quiet and respectful manner.

#### **1.5 After the Game:**

If you referee the last scheduled game on your field, you are responsible to bring the 4 corner flags, the equipment tub and “pug nets” back to the soccer shed. You MUST check to see if there is a game ball, 2 pairs of goalie gloves, and the 2 pinnies for the keepers in the tub. Proceed to the snack trailer, sign the payment sheet, and request payment for your games. See the Referee Coordinator on duty regarding availability for future games.

#### **1.6 Modified Rules for 4 v 4 Soccer (U6 and U8)**

If you notice players who hover around the goal area, warn the coach that they must move up the field and be involved with the run of the game. Don’t warn the player – you will only confuse him or her.

If a defender steps inside the arc to stop a goal, the referee will award the goal.

If an offensive player steps inside the arc while scoring, the referee will disallow the goal and award a goal kick to the defending team.

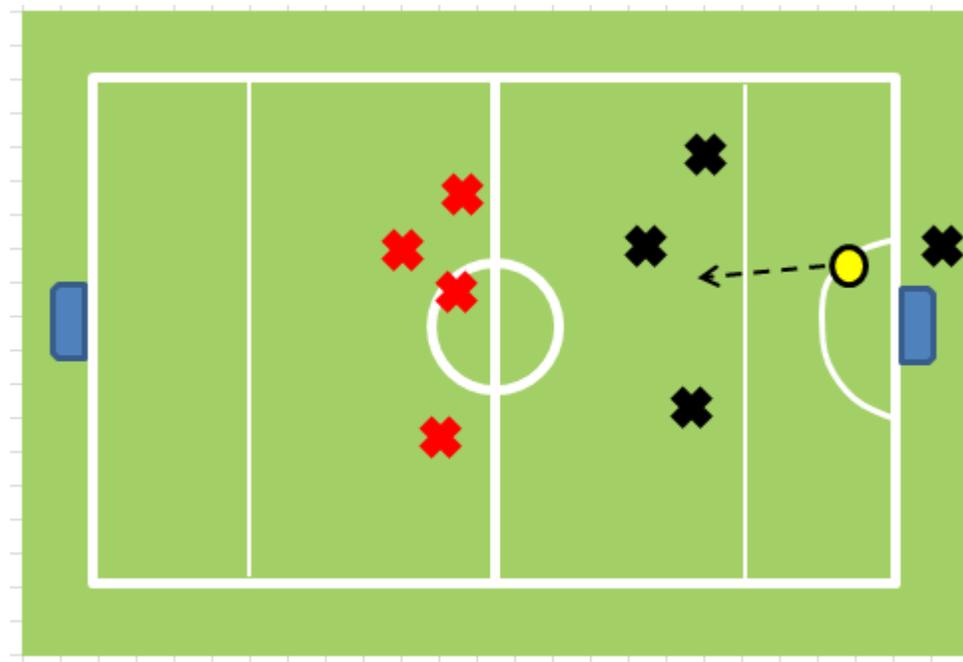
After a goal is scored, players may enter the arc to retrieve the ball for the kickoff.

On indirect kicks opposing players must yield 6 yards of free space from the kicker. Teammates of the kicker can be within the 6 yards. There are no direct kicks in U6 or U8.

Balls out of bounds on the touchline are returned to play by a kick in. The team that did not touch the ball last will place the ball on the touchline where it went out of play as indicated by the referee for an indirect kick. After the ball is placed, the player has 5 seconds to kick the ball into play. The player who takes the kick in may not play the ball again until another player plays it (on either team). If a player kicks it twice, an indirect kick will be awarded to the other team. If the ball does not enter the field of play from the kick (a miss kick), the player will be given a second chance. Substitutions will be on the fly (free substitutions). This means coaches can sub anytime they want without asking the referee. Field players must come off the field and slap hands at the midfield box before the substitute can enter the field.

### 1.7 Goal Kicks for U6, U8, and U10

A goal kick is taken from the top of the arc. A player cannot score in his own goal from a goal kick (miss kick). The goal kick must cross the 8 yard line before being touched by another player. All players from the opposing team must be on their half of the field, past the mid line, and remain there until the ball is put into play. (See diagram below). The goal kick may not cross the midfield line in the air. If it does, the other team gets an indirect free kick from the midfield line.



U6/U8 Goal Kick Restart

### 1.8 Modified Rules for 4 v 4 Soccer (Tournament Play)

ASA has developed a set of rules for the Summer 4 v 4 tournaments. This document will be made available to coaches and referees by the Summer Director prior to the tournament date(s).