

InterNorthshore FC Junior Referee Program Guidelines

Signing up for games/ game scheduling:

- You will only referee games at the U7 and U8 levels. Referee scheduling/sign-up occurs online.
- You may also “un-reserve” games if conflicts arise. Check back often, as new games may become available at any time.
- Games may occasionally be rescheduled by coaches. Thus, it is wise to confirm game time with official schedule on the Kickers’ website during the preceding week: <http://www.mksc.org/youth/outdoor-leagues/schedules-rules>
- In case of inclement weather, you may contact the home team’s coach to find out whether game has been cancelled/rescheduled. Coaches Directory: <http://www.mksc.org/youth/outdoor-leagues/coaches-directory>

Before each game:

- Please wear your official Junior Referee T-shirt, and bring the following to every game: whistle, stopwatch, coin
- Please arrive at least 15 minutes before the scheduled start time for every game
- Upon arrival, find the coach of the home team, introduce yourself, and collect your \$8 fee
- Check in each team: line up the players, check shoes/cleats, shin-guards, and any jewelry or watches. If you want, you can give team a little reminder about having fun, showing good sportsmanship, and keeping two feet on the ground and two-hands overhead on throw-ins. Then wish them luck and ask each team for a captain.
- Gather a team captain from each side. Visiting team calls heads or tails for coin-toss. Winner of toss chooses either to kick-off, or which goal they want to defend.

During the game:

- At kickoff to start each 12-minute quarter, don't forget to set your stopwatch, and start it at the kick.
- Blow your whistle to let the players know when they can kick-off
- Try not to stop play too much during the game. Remember, they say the best referees are the ones you barely notice, so you don't want to blow the whistle so much that it takes over the game. The most common calls that will require you to use your whistle to stop play will typically be obvious hand-balls or clear cases of tripping or pushing. Once you have blown your whistle, be clear and confident, and call out the foul loudly enough that the players can hear, and then tell them what's going to happen next. For example "hand-ball on red, it will be an indirect kick for green from the spot of the foul." Then you will blow your whistle again after the ball has been spotted in order to tell them to re-start play.
- You will also blow your whistle to stop play in case of any injury where a player is down on the field. Invite the coach onto the field to tend to the player.
- For throw-in violations, it is OK to allow a re-throw if a player does it incorrectly.
- Use all penalties as an opportunity to explain to the player how they violated the rules... you can be a teacher, too!
- Point in the direction of the throw for throw-ins, to the six yard box for goal-kicks, and to the corner flag for corner kicks
- Hold all throw-ins or goal kicks if a coach asks for a substitution. When subs are all in/out, re-start play with your whistle.
- Blow your whistle to end each quarter.

Handling uncertainty:

- You will not always be sure of every call, and you will make some mistakes. This is OK!
- If you find yourself in a position where you do not know what to do, the two coaches on the sideline are your best resource. Please feel free to ask them for help.

Handling conflicts:

- Unruly players - Players are not allowed to use foul language, talk back to referee, or be disrespectful toward referee or other players in any way. If a player does this, you may warn him or her that further such behavior will result in their removal from the game. If it continues, you may stop play, and go and explain the problem to the coach, and explain that the player must be subbed out until they are ready to return to the field with the proper attitude.
- Unruly parents - Parents sometimes get over-excited on the sidelines, and may complain about calls that you did or did not make. Stand up tall, hold your head up high, and ignore them! Just stay focused on the game, and continue to referee the best game that you can.
- Unruly coaches – Sometimes even coaches can get too carried away with their own emotions. Even though they are adults, you are still in charge of the game. If they are simply asking for an explanation of why you called what you did, you may explain it. However, if a coach is arguing or giving you a hard time about any of your calls, you may ignore them as well. If they are making it impossible to ignore them, you may simply reply to them "I made the call as I saw it, and I am doing the best that I can."
- INFC needs to know right away if any of our Junior Referees are subjected to aggressive, abusive, or disrespectful behavior. If this happens during any of your games, please tell your parents, and have them inform us ASAP so that we can make sure it does not continue.

Please email any questions, concerns, or comments about our Junior Referee program to oscarwille@gmail.com.

Milwaukee Kickers Soccer Club U7 & U8 League Rules

THE FIELD: rectangular, with a length of approximately 35 yards and a width of approximately 25 yards, divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 4 yards is marked around it. Goal size shall be 4 feet high by 6 feet wide

THE BALL: size 3

NUMBER OF PLAYERS: Maximum number of players on the field is 4 (no goalkeeper). Maximum number of players on the roster is 8/12. Playing Time: Every player shall play a minimum of 50% of each game if they have participated and cooperated in practice. Substitutions: At any stoppage and unlimited.

PLAYERS EQUIPMENT: Shirt, Shorts, Socks, Shin guards, Tennis shoes or cleats. No jewelry. Casts at ref discretion.

DURATION OF THE GAME: four 12 minute quarters. Two minutes break between quarters. Five minutes for halftime.

THE START OF PLAY: referee will conduct a coin toss before the game. The visiting team calls the coin toss. The winner of the coin toss chooses which goal to attack. The other team kicks off. Teams switch ends of the field for the second half of the game. Kick off is alternated between teams each quarter. Opponents must be (4) yards away from the ball while the kick off is in progress. Teams must be in their own half of the field prior to the kick off. The ball must move forward and the initial kicker may not play the ball a second time until it touches another player.

BALL IN AND OUT OF PLAY: The ball is in play until it entirely crosses the touchline or goal line or until the referee stops play by blowing the whistle.

METHOD OF SCORING: The ball must cross the goal line entirely while on the ground or in the air between the goal posts and under the cross bar.

OFF SIDE: The off-side rule does not apply.

FOULS AND MISCONDUCT: Tripping, pushing, holding, kicking and intentional handballs are all Offenses that should be whistled and award an indirect free kick to the Non-offending team.

FREE KICKS: All free kicks should be restarted as indirect free kicks. A goal may not be scored from an indirect free kick until the ball has been played or touched by a second player of either team.

PENALTY KICKS: No penalty kicks are to be awarded. An indirect free kick may be awarded for infractions committed close to the defending team's goal.

THROW-IN: Throw-in restarts the game after the ball entirely crosses the touchline. The team which did not touch the ball last takes the throw-in. A second throw-in will be allowed if the player commits an infraction on the initial attempt. The referee shall explain the infraction before allowing the player to re-throw.

GOAL KICKS: A goal kick restarts play after the ball entirely crosses the goal line (and is not a goal) and is last touched by the attacking team. The goal kick may be taken from any point within the goal area. Opponents must remain outside the goal area and at least four (4) yards from the ball until it is in play.

CORNER KICKS: A corner kick restarts the game after the ball entirely crosses the goal line (and not a goal) having been last touched by the defensive team. Opponents must remain at least four (4) yards from the ball until it is in play.