

Columbus Youth Soccer Association

Guide for Referees



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Guide for Referees

Objectives.

The objectives of the referee training are as follows:

- To ensure every referee knows the laws of the game.
- To ensure referees can use their knowledge of the laws to be able to referee soccer games to the level appropriate for the age and skill of that division.
- To improve the level of referee quality.
- To ensure a referee can control his/her game to avoid injury and/or one-sided games resulting from over aggressive play.
- To ensure referees are able to deal with situations involving coaches and parents.

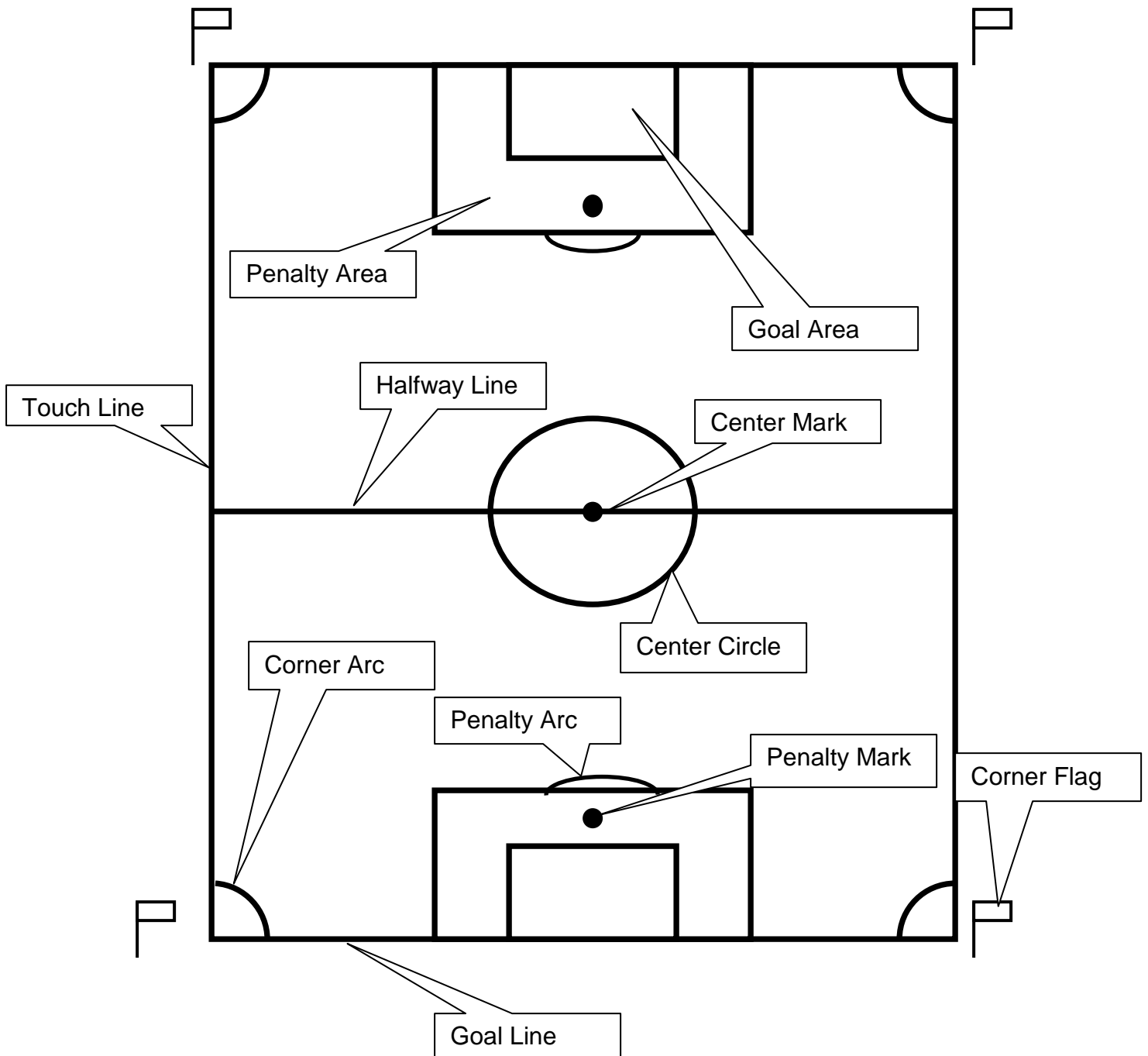
This document is dedicated to achieving a consistent level of quality for the Columbus Youth Soccer Association referees. The laws will be discussed in a way that youth referees can gain a basic knowledge of the laws defined by FIFA, which may or may not be modified by the local CYSA rules. This document applies only to the Columbus Youth Soccer Association.

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LAW 1 THE FIELD OF PLAY

The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

The field of play is defined by the following:



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Corner Flags are used on every field, are placed at each corner on the line, and are not less than 5ft (1.5m) tall.

Goals are placed at the center of each goal line.

The field size is defined by CYSA for each age group below is the field plan with field sizes.

Division	Field Size (feet)
U6	20 x 30
U8	30 x 50
U10	55 x 75
U12	60 x 90
U14	70 x 110
HS	75 x 110

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LAW 2. THE BALL

The ball is:

- Spherical, spin the ball in the air look for irregularities.
- Made of a suitable material, check ball for damage that could cause injuries.
- Size is defined by CYSA for each age group see below.

○ U6	3
○ U8	3
○ U10	4
○ U12	4
○ U14	5 (4 if U12/14 combined)
○ HS	5



- Ball must be at the correct pressure (8.5 lbs/sq in to 15.6 lbs/sq in). Test ball by pressing ball in the middle with both thumbs the ball should not go in by more than ½ in.

Replacing a defective ball.

If the ball bursts or becomes defective during the course game:

- Stop the match
- Restart the game in the place where the ball first became defective (drop ball).

If the ball becomes defective while not in play, at a kick off, goal kick, corner kick, free kick, penalty kick or throw in.

- Restart the game with the appropriate restart.

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LAW 3: NUMBER OF PLAYERS

Substitution procedure:

The number of players on the field during a game is defined by CYSA for each age group and is as follows (one player must be the goal keeper):

• U6	4	3 min
• U8	7	5 min
• U10	8	6 min
• U12	11	7 min
• U14	11	7 min
• HS	11	7 min



* The number of players for each division is dependant on participation that season and is subject to change. Minimums are established by considering the number of players on the team and number on the field.

CYSA has no limits on number of substitutes and is managed by team size specified by the CYSA board.

- CYSA eligible players must be permitted to play at least one half of the game. Coaches are responsible for player rotation and tracking time played by each player.
- For divisions that play quarters, substitutions are permitted at quarter breaks except in the cases of injury or disciplinary action.
- For games with two halves (U10 and above), unlimited substitutions may be made at the appropriate stoppage in play except in the cases disciplinary action.
- Unlimited substitutions by both teams may occur if the game is stopped to address an injury. The player replacing the injured player may enter directly from the bench. Additional players must be at the center line prior to the stoppage.
- Substitution is required on a disciplinary action (yellow card). Only the cautioned player(s) may be substituted. An ejected player (red card) is NOT substituted and the team must play short for the remaining duration of the match.
- Substitutions may be made at any out-of-bounds stoppage by either team provided the substitute(s) is at the center line prior to play stoppage. Out-of-bounds stoppages include throw-ins, goal kicks, corner kicks, and kick offs.
- The substitution process must be completed before the restart occurs.
- Before a substitution can be made the referee must acknowledge the substitute(s). All substitutions are at the discretion of the referee.

The player enters the field at the half way line, when the referee calls him/her on. The substitute should call off the substituted player and that player must leave the field. The referee can call the substitute on before the substituted player has completely left the field if the substituted player is clearly leaving the field and not interfering with play or preventing the substitute from entering the field.

- Once the substitute enters onto the field he/she becomes a player and the substituted player ceases to be a player.

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Changing the Goalkeeper:

- The referee must be informed of the change.
- The change is made during an appropriate substitution stoppage.

Infringements:

If a substitute enters the field of play without the referee's permission:

- Play is stopped.
- The substitute is cautioned (shown a yellow card if required in that age group) and required to leave the field.
- The play is restarted with a drop ball at the place the ball was located when play was stopped.

If a player changes place with the goalkeeper, without the referee's permission

- Play continues
- The players concerned are cautioned and shown a yellow card (if required by that age group) at the next stoppage of play.

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LAW 4: PLAYERS EQUIPMENT

A player must not use equipment or wear anything, which is dangerous to himself/herself or another player (including ANY kind of jewelry). Jewelry taping is NOT permitted.

The basic equipment for CYSA players is:

- The CYSA supplied shirt, which must be worn over any other clothing used by the player in a game.
- Shin guards: The shin guard must be covered entirely by the stocking, made of a suitable material and provide a reasonable degree of protection.
- Appropriate footwear preferably soccer cleats. The shoes must be inspected to ensure they are not dangerous to the player or other players. Shoes with toe cleats may be permitted if they are smooth and in good condition. Metal cleats are NOT permitted.
- Goalkeepers must wear colors that will distinguish him/her from the other players, referee, and the assistant referees.

Infringements:

- Play does not need to stop.
- The player is instructed by the referee to leave the field of play to correct his/her equipment.
- The player leaves the field at the next stoppage in play, unless he/she has already corrected their equipment.
- If the player leaves the field he/she is not allowed to re-enter without the referee's permission.
- The referee must check the player before allowing the player to re-enter the field.
- The player is only allowed to re-enter when play is stopped.

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LAW 5: THE REFEREE

Each match is controlled by a referee who has the authority to enforce the laws of the game, within the rules defined by CYSA.

Powers and Duties.

- In CYSA games the referee is encouraged to teach the laws of the game, by clearly showing the mechanics of restarts and explaining why an offense had been committed.
- Enforces the laws of the game.
- Controls the game in with the help of the assistant referees.
- Acts as a timekeeper.
- Stops, suspends or terminates the match, at his/her discretion for infringements of the law.
- Stops, suspends or terminates the match because of outside interference of any kind.
- Stops the match if a player is injured. The referee may allow the play to continue until the ball is out of play if, in his/her opinion, the player is only slightly injured.
- Ensures that a bleeding player leaves the field of play. The player may return if the referee is satisfied the bleeding has stopped and there is no visible residue on the person or clothing.
- Allows play to continue, when the team which had an offense committed against it will benefit from such an advantage. The offense is penalized if the anticipated advantage does not happen at that time.
- Punishes the more serious offense when a player commits more than one offense at the same time.
- Take disciplinary action against players guilty of cautionable/sending off offense if required in that age group.
- Takes action against team officials who fail to conduct themselves in a responsible manner. This is limited stopping the game and alerting the Columbus Parks and Recreation sports supervisor or a CYSA board member.
- Acts on the advice of assistant referees for incidents that the referee did not see.
- Ensures that no unauthorized persons enter the field of play.
- Restarts the match when it has been stopped.
- Provides the appropriate authorities with a match report that includes disciplinary actions taken (if required) against players and or team officials.

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LAW 6: ASSISTANT REFEREES

Duties

Two assistant referees are required for the following age groups in CYSA matches U10, U12, U14, and HS. A 'two man' system may be used if there is a shortage of referees. **U6, and U8 games require only a center referee.**

The assistant referee duties, subject to the decision of the referee, are to indicate:

- When the whole ball has left the field of play.
- Which side is entitled to a corner kick, goal kick, or throw-in.
- When a player is to be penalized for being in an offside position.
- When a substitution is requested.
- When misconduct or any other incident has occurred outside the view of the referee.
- When offenses have been committed and the assistants are closer to the action than the referee (this includes offenses which occur in the penalty area).
- At penalty kicks, whether the goalkeeper has moved forward before the ball has been kicked or the ball has crossed the line.



LAW 7: THE DURATION OF THE MATCH

Periods of Play

The number of periods and the time taken to complete each period determines match duration. The time and number of periods played depends upon age group and are as follows:

Age Group	Number of periods	Duration of each period mins
U6	4	10
U8	4	10
U10	2	25
U12	2	25
U14	2	25
HS	2	25

Period intervals

Players are entitled to a rest interval at the end of each period.

The half time interval should last no longer than 5 minutes. Intervals between periods not half time (quarters) should last no longer than 2 minutes.

Penalty kick.

No allowance will be made for penalty kicks.

Extra time

No extra time will be allowed

Abandoned Match.

A match will only be abandoned by the order of the CYSA and Columbus Parks and Recreation. When a match is abandon it will be played the next day or at another suitable time.



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LAW 8: THE START AND RESTART OF PLAY

Preliminaries.

A coin toss determines which goal the coin toss winner will attack in that period. They will kick-off to start the **second** period. The other team takes the kick-off to start the match.

In the second half of the match the teams change ends and attack the opposing goals.

Kick-off

A kick-off is a way of starting or restarting play:

- At the start of the match
- After a goal has been scored
- At the start of a new period

A goal may be scored directly from a kick-off.

Procedure

- All players are in their own half of the field
- The opponents of the team taking the kick off are at least 10 yds from the ball until it is in play. This is achieved by ensuring all of the opposing team is outside of the center circle.
- Ball is stationary on the center mark.
- The referee gives a signal.
- The ball is in play when it is kicked and moves forward.
- The kicker cannot touch the ball again until it has been touched by another player.

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Infringements

If the ball is touched a second time by the kicker before it has been touched by another player:

- An indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred.
- For any other infringement the kick-off is retaken.

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Dropped Ball.

A dropped ball is a way of restarting the match after a temporary stoppage, while the ball is in play, for any reason not mentioned elsewhere in the Laws of the Game.

Procedure

The referee drops the ball at the place where it was located when play has been stopped.

Play restarts when the ball touches the ground.

Infringements

The ball is dropped again:

- If the ball is touched by a player before it hits the ground.
- If the ball leaves the field of play after it makes contact with the ground without a player touching it.

Special Circumstances for Restarts

A free kick awarded to the defending team inside its own goal area can be taken from any point within the goal area.

An Indirect Free kick award to the attacking team in its opponent's goal area is taken from the goal area line parallel to the goal line nearest to where the infringement occurred.

A dropped ball to restart the match after play has been temporarily stopped inside the goal area takes place on the goal area line parallel to the goal line at the point nearest to where the ball was when play stopped.

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LAW 9: THE BALL IN AND OUT OF PLAY

Ball out of play

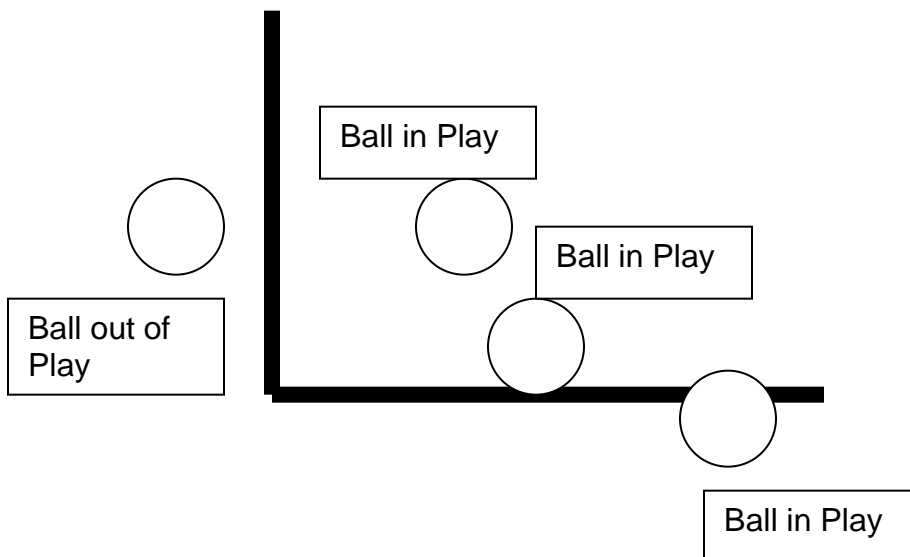
The ball is out of play when:

- It has wholly crossed the goal line or touchline whether on the ground or in the air.
- Play has been stopped by the referee.

Ball in Play

The ball is in play at all other times including when:

- It rebounds from the goal post, crossbar or corner flag post and remains in the field of play.
- It rebounds from either the referee or an assistant referee when they are on the field of play.



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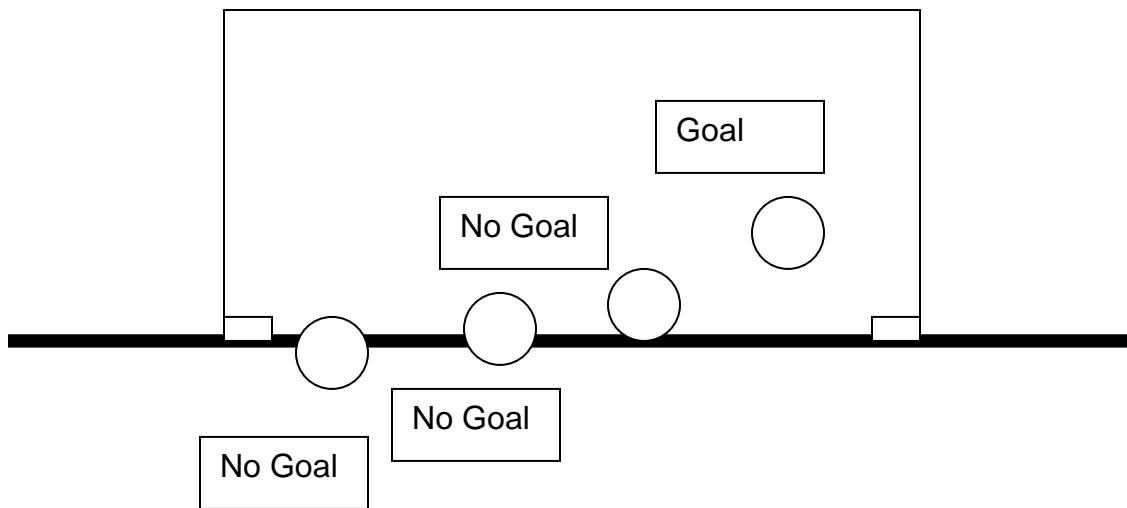
LAW 10: THE METHOD OF SCORING

Goal Scored

A goal is scored when the whole ball passes between the goal posts, under the cross bar and over the goal line, provided there have been no infringements of the laws of the game by the team scoring the goal before scoring the goal.

Winning Team.

The team scoring the greater number of goals during one match is the winner. If both teams score the same number of goals or do not score at all the game is a tie.



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LAW 11: OFFSIDE

Offside position

It is not an offense to be in an offside position.

CYSA has offside as an offense for the U10 and above age groups. A blatant disregard in the younger age groups for violation of the spirit of this law may be penalized at the discretion of the referee. There is no offside offense in U6 or U8.

A Player is in an offside position if:

- He or she is nearer to the defending teams goal than both the ball and the second to last defender.

A player is not in an offside position if:

- He or she is on their own side of the field.
- He or she is level to the second to last defender.
- He or she is level with the last two opponents.

Offense

A player in an offside position only commits an offense when, at the moment the ball is touched or played by one of his team, he is, in the referee's opinion, involved in active play by:

- Interfering with play.
- Interfering with an opponent.
- Gaining an advantage by being in that position.

No Offense

There is no offense if the player receives the ball directly from:

- A goal kick
- A throw in
- A corner kick

Infringement

For any offside infringement the referee awards an indirect free kick to the opposing team, to be taken where the offense occurred.

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LAW 12: FOULS AND MISCONDUCT

Direct Free Kicks

A direct free kick is award to a team if a player on the opposing team commits any of the following in a manner considered by the referee to be careless, reckless, or using excessive force:

- Kicks or attempts to kick an opponent
- Trips or attempts to kick an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes and opponent

A direct free kick can be awarded to a team is a player commits any of the following offenses:

- Tackles an opponent and makes contact with the opponent before touching the ball.
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately (except for the goalkeeper in his own goal area)

A direct free kick is taken from where the offense occurred.

Penalty Kick

A penalty kick is award if, any of the above ten direct free kick offences is committed in by a player in his/her own penalty area. This does not apply in CYSA games in the U6 and U8 age groups.

* CYSA allows direct free kicks only in the U10 and above age groups. For any of the above offenses, the U6 and U8 age groups are given an indirect free kick.

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Indirect Free Kick

An indirect free kick is award to the opposing team if the goalkeeper commits any of the following five offenses in his own penalty area:

- Takes more than six seconds to control and release the ball from his possession.
- Touches the ball again with his hands after it has been released from his possession and not touched by another player.
- Touches the ball after he has received it deliberately kicked to him from a teammate.
- Touches the ball after it has been received directly from a throw in taken by a team mate

An indirect free kick is also awarded if a player on the opposing team, in the opinion of the referee.

- Plays in a dangerous manner
- Impedes the progress of an opponent
- Prevents the goal keeper from releasing the ball
- Commits any other offense, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player
-

An indirect free kick is taken from where the offense occurred.

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Disciplinary Sanctions

CYSA allows the use of red and yellow cards only in the U10 and above age groups. In the younger age groups, verbal cautions may be issued.

- None USSF certified officials are permitted to issue verbal cautions and ejections in any age group when necessary to maintain the safety of the players and integrity of the game.

Cautionable offenses

A Player is cautioned and shown the yellow card if he commits any of the following offenses:

1. Is guilty of unsporting behavior
2. Shows dissent by word or action
3. Persistently infringes the laws of the game
4. Delays the restart of play
5. Fails to respect the required distance when play is restarted with a corner kick or free kick
6. Enters or re-enters the field of play without the referees permission.
7. Deliberately leaves the field of play without the referee's permission.

* In CYSA games, players who have been given a yellow card must leave the field of play. A substitution is permitted only for the cautioned player. In U6 and U8, the referee may verbally caution a player and if warranted, the referee may ask for a substitution to allow the player time to 'cool off'.

Sending Off Offenses.

A player is sent off and shown the red card if he commits one of the following offenses.

1. Guilty of serious foul play
2. Guilty of violent conduct
3. Spits at an opponent or any other person
4. Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball.
5. Denies an obvious goal scoring opportunity to an opponent going towards the goal by an offense punishable by a free kick or penalty kick.
6. Uses offensive, insulting, or abusive language and/or gestures
7. Receives a second caution in the same match.

* A player who has received a red card must leave the vicinity of the field of play. The player will not be substituted and will not be allowed to play in the following weeks' game. A player can be ejected in any age group for a severe offense.

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LAW 13: FREE KICKS

Free kicks can be either direct or indirect. For both direct and indirect free kicks, the ball is stationary when it is kicked. The kicker is not allowed to kick the ball again until it is touched by another player.

The Direct Free Kick

- If a direct free kick is kicked directly into the opposing team's goal, the goal is awarded.
- If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

The Indirect Free Kick

A goal can be scored only if the ball touches another player before it enters the goal.

Signal

The referee signals an indirect free kick by placing his arm above his head. He keeps his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

Ball Enters the Goal

- If an indirect free kick is kicked directly in to the opposing team's goal then a goal kick is awarded.
- If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

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Free Kick inside the penalty area

Direct or Indirect to the defending team:

- All opponents at least 10 yds from the ball
- All opponents remain outside the penalty area until the ball is in play
- The ball is in play when it is kicked directly beyond the penalty area.
- A free kick awarded in the goal area is taken from anywhere inside the goal area.

Indirect free kick to the attacking team:

- All opponents must be 10 yds away from the ball until it is in play, unless they are on their own goal line between the goalposts.
- The ball is in play when it is kicked and it moves.
- An indirect free kick awarded in the goal area, is taken from the **goal area line** opposite to the goal line at the nearest point to where the offense occurred.

Free Kick Outside of the Penalty Area

- All opponents are at least 10 yds from the ball until it is played.
- The ball is in play when it is kicked and moves.
- The free kick is taken from where the offense occurred.

Infringements/ Sanctions

If a player is closer to the ball than the required distance when a free kick is taken:

- The kick is retaken

If a player of a defending team takes a free kick from inside his/her own penalty area and the ball is not kicked directly into play:

- The kick is retaken.

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Free Kick taken by a player other than the goalkeeper

If a free kick has been taken, the ball is in play, and the kicker touches the ball a second time before it has been touched by another player:

- An indirect free kick is given to the opposing team taken from the place where the offense occurred.

If the ball is in play and the kicker deliberately handles the ball before it has touched another player:

- A direct free kick is awarded to the opposing team taken from the place where the offense occurred
- A penalty kick is awarded if the offense occurred inside the kicker's penalty area

Free Kick taken by the goalkeeper

If the goalkeeper touches the ball a second time after the ball is in play and before it has touched another player:

- An indirect free kick is given to the opposing team taken from the place where the offense occurred.

If the goalkeeper deliberately handles the ball before it has touched another player:

- A direct free kick is awarded to the opposing team if the infringement took place outside of the goalkeeper's penalty area and the kick is to be taken where the infringement occurred.
- An indirect free kick is awarded to the opposing team if the infringement took place in the goalkeeper's penalty area and the kick is to be taken from the place where the infringement occurred.

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LAW 14: THE PENALTY KICK.

A penalty kick is given to a team if the opposing team in their penalty area commits one of the 10 offenses for which a direct free kick is awarded.

A goal may be scored directly from a penalty kick.

In CYSA games penalty kicks are **not** awarded in the U6 and U8 age groups as only indirect free kicks are allowed.

Position of the Ball and Players

The ball:

- Is placed on the penalty mark

The player taking the penalty kick:

- Is properly identified

The defending goalkeeper:

- Remains on the goal line (facing the kicker) and between the goal posts until the ball has been kicked

The players other than the kicker are located:

- Inside the field of play
- Outside the penalty area
- Behind the penalty mark
- At least 10 yds from the penalty mark.

The referee

- Does not signal for a penalty kick to be taken until the players have taken up position in accordance with the law
- Decides when a penalty kick has been completed

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Procedure

- The referee signals for the kick to be taken
- The ball is kicked by the player taking the penalty kick
- He/She does not play the ball a second time until the ball has been touched by another player
- The ball is in play when it is kicked and moves forward.

Infringements/ Sanctions

If the referee gives the signal for a penalty kick to be taken and before the ball is play, one of the following situations occurs:

The player taking a penalty kick infringes the Laws of the game

- The referee allows the kick to proceed
- If the ball enters the goal, the kick is retaken
- If the ball does not enter the goal then the kick is not retaken

The goalkeeper infringes the Laws of the game:

- The referee allows the kick to proceed
- If the ball enters the goal, a goal is awarded
- If the ball does not enter the goal then the kick is retaken

A teammate of the player taking the kick enters the penalty area or moves in front of or within the 10 yds of the penalty mark.

- The referee allows the kick to proceed
- If the ball enters the goal, the kick is retaken
- If the ball does not enter the goal then the kick is not retaken
- If the ball rebounds off the goalkeeper, the crossbar or the goal post and is touched by this player, the referee stops play and restarts the game with an indirect free kick to the defending team.

A teammate of the goalkeeper taking the kick enters the penalty area or moves in front of or within the 10 yds of the penalty mark.

- The referee allows the kick to proceed
- If the ball enters the goal, a goal is awarded
- If the ball does not enter the goal then the kick is retaken

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A player of both the defending team and the attacking team infringe the Laws of the Game:

- The kick is retaken

If, after the penalty kick has been taken:

The kicker touches the ball a second time (except with his hands) before it has touched another player:

- An indirect free kick is awarded to the opposing team and the kick is taken from where the infringement occurred

The kicker deliberately handles the ball before it is touched by another player:

- A direct free kick is awarded to the opposing team and the kick is taken from where the infringement occurred

The ball is touched by an outside agent as it moves forward:

- The kick is retaken

The ball rebounds into the field of play from the goalkeeper, the crossbar or the goalposts, and is touched by an outside agent:

- The referee stops play
- Play is restarted with a dropped ball at the place where it touched the outside agent

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LAW 15: THE THROW-IN

A throw-in is a method of restarting play

A goal cannot be scored directly from a throw-in

A throw-in is awarded:

- When the whole of the ball passes over the touch line, either on the ground or in the air
- From the point where it crossed the touch line
- To the opponents of the player who last touched the ball

Procedure

At the moment of delivering the ball, the thrower:

- Faces the field of play
- Has part of each foot either on the touch line or on the ground outside of the touch line
- Uses both hands
- Delivers the ball from behind and over his head

The thrower cannot touch the ball again until it has touched another player.

The ball is in play immediately as it enters the field of play.

Infringements/Sanctions

Throw-in taken by a player other than the goalkeeper

If after the ball is in play, the thrower touches the ball a second time (except with his hands) before it has touched another player:

- An indirect free kick is awarded to the opposing team and the kick is taken from the place where the infringement occurred.

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If, after the ball is in play, the thrower deliberately handles the ball before it has touched another player:

- A direct free kick is awarded to the opposing team at the place where the infringement took place.
- A penalty kick is awarded if the infringement occurred inside the throwers penalty area.

Throw-in taken by the goalkeeper

If after the ball is in play the goalkeeper touches the ball a second time (except with his hands) before it has touched another player:

- An indirect free kick is awarded to the opposing team and the kick is taken from the place where the infringement occurred.

If after the ball is in play the goalkeeper deliberately handles the ball before it has touched another player:

- A direct free kick is awarded to the opposing team if the infringement took place outside of the goalkeeper's penalty area. The kick is taken at the place where the infringement took place.
- An indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area. The kick is taken at the place where the infringement occurred.

If an opponent unfairly distracts or impedes the thrower:

- He is cautioned for unsporting behavior (shown a yellow card).

For any other infringement of this law

- The throw-in is retaken by a player of the opposing team

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LAW 16: THE GOAL KICK

A goal kick is a method of restarting play.

A goal maybe scored directly from a goal kick, but only against the opposing team.

A Goal kick is awarded when:

- The whole of the ball, having last touched a player of the attacking team, crosses over the goal line either on the ground or in the air and a goal is not scored in accordance with Law 10.

Procedure

- The ball is kicked from any point within the goal area by a player of the defending team
- Opponents remain outside of the penalty area until the ball is in play
- The kicker does not play the ball a second time until it is touched by another player
- The ball is in play when it is kicked directly beyond the penalty area

Infringements/ Sanctions

If the ball is not kicked into play beyond the penalty area:

- The kick is retaken

Goal kick taken by a player other than the goalkeeper

If, after the ball is in play, the kicker touched the ball a second time (except with his hands) before touching another player:

- An indirect free kick is awarded to the opposing team and the kick is taken from the place where the infringement occurred.

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

- A direct free kick is awarded to the opposing team at the place where the infringement took place.

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- A penalty kick is awarded if the infringement occurred inside the kicker's penalty area.

Goal Kick taken by the goalkeeper

If after the ball is in play, the goalkeeper touches the ball a second time (except with his hands) before it has touched another player:

- An indirect free kick is awarded to the opposing team and the kick is taken from the place where the infringement occurred.

If after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:

- A direct free kick is awarded to the opposing team if the infringement took place outside of the goalkeeper's penalty area. The kick is taken at the place where the infringement took place.
- An indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area. The kick is taken at the place where the infringement occurred.

For any other infringement of this law

- The kick is retaken

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Guide for Referees

LAW 17 THE CORNER KICK

A corner kick is a method of restarting play.

A goal maybe scored directly from a corner kick, but only against the opposing team.

A Corner kick is awarded when:

- The whole of the ball, having last touched a player of the defending team, crosses over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10.

Procedure

- The ball is placed inside the corner arc at the nearest corner flag
- The corner flag post is not moved
- Opponents remain at least 10 yds from the ball until it is in play
- The ball is kicked by a player of the attacking team
- The ball is in play when it is kicked and moves
- The kicker does not play the ball a second time until it has touched another player.

Infringements/Sanctions

Corner kick taken by a player other than the goalkeeper

If, after the ball is in play, the kicker touches the ball a second time (except with his hands) before it has touched another player:

- An indirect free kick is awarded to the opposing team and the kick is taken from the place where the infringement occurred.

If after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

- A direct free kick is awarded to the opposing team and the kick is taken from the place where the infringement occurred.
- A penalty kick is awarded if the infringement occurred inside the kicker's penalty area

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Corner kick taken by the goalkeeper

If after the ball is in play, the goalkeeper touches the ball a second time (except with his hands) before it has touched another player:

- An indirect free kick is awarded to the opposing team and the kick is taken from the place where the infringement occurred.

If after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:

- A direct free kick is awarded to the opposing team if the infringement occurred outside of the goalkeeper's penalty area and the kick is taken from the place where the infringement occurred.
- An indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area and the kick is taken from the place where the infringement occurred.

For any other infringement of this law

- The kick is retaken

Soccer Referee Mechanics



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GENERAL MECHANICS

- It is the job of the referee, assistant referees, and fourth official to perform their responsibilities as efficiently, effectively, and unobtrusively as possible. While every official must develop his or her own style of conduct, it is the objective of this Procedures Guide to keep such individual styles within a common boundary of standard practices.
- An official's style should not interfere with the flow of the game, result in unclear communication of information to players or fellow officials, or cause undue attention to be drawn to the official and away from the match itself.
- Referees are reminded that the whistle is a tool of communication and not merely a convenient signaling device. Whistles should be selected carefully for the match conditions, age of players, and other factors. It is neither required nor expected that the whistle be used for all stoppages and restarts of play.
- A whistle demands attention and should be blown when such attention is needed. Uncontested stoppages (as when a ball clearly leaves the field) should not be whistled -- a voice and/or hand signal by the referee or a flag by the assistant referee will normally be sufficient.
- Referees should also be alert to the need for variations in the length, force, and tone of their use of a whistle to indicate different types of stoppages or different degrees of concern for the event that has just occurred.
- In the diagonal system of control, referees should take every opportunity of less activity on the field to make eye contact with each of the assistant referees, to confirm the location of players relative to the officials, and to observe portions of the field that may not have received recent attention.
- All referee hand signals are given with the arm straight at the indicated angle or direction, with the fingers fully extended. Assistant referee flag signals follow the same pattern, with the flag held as an extension of the arm



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GAME MECHANICS

1. PRIOR TO THE GAME

A. Arrival At The Field

- Referee, assistant referees, and fourth official are expected to be at the field at the time prescribed by the rules of competition, but at least 30 minutes prior to kick-off.

B. Inspections

- Referee, assistant referees, and fourth official carefully inspect field to determine adequacy of markings, safety, and general playing conditions.
- Fourth official obtains and inspects the game balls.

C. Pre-Game Instructions

- Referee, assistant referees, and fourth official discuss any special expectations, unusual field or match conditions, special rules of competition (e.g., substitutions, ties), and signals or procedures other than those described in this Guide.

D. Fifteen Minutes Before Kick-Off

- Senior assistant referee and fourth official inspect player equipment, player passes, and team rosters.



E. Prior To Kick-Off

- Referee, assistant referees, and fourth official enter field together and move to center spot for National Anthem.
- Referee carries match ball, introduces officiating team to captains, and conducts coin toss.
- Assistant referees have flags furled.



- Officials record results of coin toss.
- Assistant referees perform final check of nets and move to touch lines to take the offside position.
- Fourth official goes to his position between the team benches and begins his administrative duties.

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F. One Minute Before Kick-Off

- Assistant referees unfurl flags and hold them straight down in view of the referee to signal readiness to start.

G. Thirty Seconds Before Kick-Off

- Referee supervises the clearing of the field.
- Makes eye contact with each assistant referee and fourth official to ensure readiness.

2. KICK-OFF

- Referee reads the players' positioning to determine exactly where to stand, starts watch, and whistles for kick-off to start match.
- Assistant referees are in position with the second to last defender.

3. DURING PLAY

A. General Positioning

Referee

- Position flexible, using the diagonal system of control.
- Referee's discretion on choice of diagonal and degree of flexibility.

Assistant Referee

- Assistant referees in line with second to last defender or the ball, whichever is closer to the goal line.
- Flag held straight down and always visible to referee.
- Side-to-side movement, square to the field, unless speed is needed.
- Before signaling, stop, face field, and make eye contact with referee.

B. Goalkeeper Possession / Punt

Referee

- At the position to observe where the ball is anticipated to drop.

Assistant Referee

- Verifies the goalkeeper does not handle the ball outside of the penalty area.
- Follows the ball up field to cover offside (may begin moving earlier if obvious that the goalkeeper is not in a position to handle the ball outside the penalty area).

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C. Throw-In, Referee's End Of Touch Line

Referee

- Signals stoppage of play (whistle only if necessary).
- Points 45 degrees upward to indicate direction of throw-in.
- Indicates correct location for restart.
- Variable position, including where needed being ahead of the throw-in and off the field (over the touch line or goal line) if location is deep or throw is expected to be long.

Assistant Referee

- Signals with a vertical flag in the appropriate hand (if necessary.)
- Direction of throw-in indicated by the hand in which the flag is held.

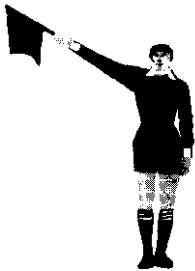
D. Throw-In, Assistant Referee's End Of Touch Line

Referee

- Whistles to stop play only if necessary, points in direction of throw-in only if correction or confirmation needed.

Assistant Referee

- Signals with flag 45 degrees upward in the direction of the throw-in.



- If the ball passes out of play and immediately returns to the field, signals with a vertical flag until acknowledged by the referee, then flags in the direction of the throw-in.
- Drops flag when it is clear that restart and direction are established.
- Maintains the offside position, unless in the way of the thrower, if so moves slightly toward the goal.
- Supervises throw-in elements per pre-game instructions.

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E. Goal Kick

Referee

- Signals stoppage of play (whistle only if necessary.)
- Points to the goal area.
- Takes a position down the field near where the ball is likely to be played.

Assistant Referee

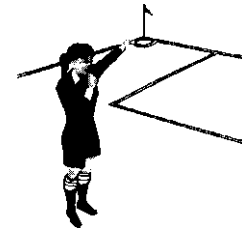
- Points flag horizontally toward goal area.
- If the ball passes out of play and immediately returns to the field, signals with a vertical flag until acknowledged by the referee, then points flag horizontally toward goal area.
- Moves to top of goal area to check for proper placement of ball.
- Moves to top of penalty area, when needed, to verify that ball is properly put into play and that attackers do not encroach into penalty area.
- If the keeper is taking the goal kick, moves to a position to judge offside.



F. Corner Kick, Referee's Side Of Field

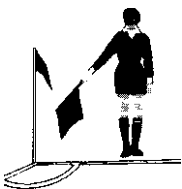
Referee

- Signals stoppage of play (if necessary.)
- Points to the far corner.
- Ensures that the ball is properly placed within the corner arc.
- Deals with any failure to respect the required distance.



Assistant Referee

- Signals only if referee makes eye contact to ask for assistance.



- Moves to the near corner and takes position on the goal line behind the flag.
- If the ball passes out of play and immediately returns to the field, signals with a vertical flag until acknowledged by the referee, then points flag 45 degrees downward toward the near corner.

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G. Corner Kick, Assistant Referee's Side Of Field

Referee

- Whistles to stop the game, if necessary.
- Points 45 degrees upward toward the correct corner.



Assistant Referee

- Raises the flag vertically to get the referee's attention in cases where the ball left the field and quickly returned.
- Points the flag 45 degrees downward in the direction of the near corner.
- Ensures that the ball is properly placed.
- Takes a position even with the goal line, out of the way of players.
- Following the kick, recovers the offside position as quickly as possible.

H. Goal

Referee

- Checks visually with the assistant referee.
- Points up field to the center circle.
- Backpedals toward center circle and keeps players under observation.
- Prevents unnecessarily prolonged celebration.
- Intervenes in situations in which players or bench personnel confront assistant referees.
- Records goal when in position for kick-off.
- Makes eye contact with both assistant referees before signaling for the kickoff to occur.

Lead Assistant Referee

- Checks visually with the referee.
- Runs a short distance up the touch line toward the halfway line to affirm to the referee that a goal has been scored
- Keeps moving to avoid confrontation if approached.
- Observes the resulting player behavior and the actions in and around the penalty area.
- Takes up the offside position.
- Keeps players under observation at all times.
- Records the goal after the trail assistant referee has recorded it.

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Trail Assistant Referee

- Records the goal while the referee and lead assistant referee are returning to their positions for the restart.
- Observe players while the referee and lead assistant referee make notes.
- Keeps moving to avoid confrontation if approached.

Fourth Official

- Controls the bench area and records goal.

I. Goal, Ball Comes Back Into Field Of Play

Referee

- Looks to the assistant referee for assistance.

Assistant Referee

- Raises the flag vertically to get the referee's attention.
- When the referee stops play, puts flag straight down, runs a short distance up the touchline toward the halfway line.
- Follows the remaining mechanics for a goal.

J. Offside

Referee

- Acknowledges the assistant referee's signal by stopping play or by waving down the flag to indicate play should continue.
- If offside is called, gives an indirect free kick signal when it is appropriate to do so, indicates the restart.
- Holds the indirect free kick signal from the moment of the restart to when the ball is touched or played by another player or until play is stopped for another reason.

Assistant Referee

- Raises the flag vertically.
- If the referee misses the flag, stays at attention with the flag raised until the defense gains clear possession or until a goal kick or throw-in is awarded to the defense.
- Indicates the location of the offense by dropping the flag at an appropriate angle to a point in the field (far, middle, near side).



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K. Apparent Goal To Be Disallowed

Referee

- Stops the game, if necessary.
- Decides on action after considering information from the assistant referee.
- Signals the correct restart.
- Goes to the appropriate referee position for this restart.

Assistant Referee

- If the referee has stopped the game, stands in place.
- Signals the referee according to the situation.
- If the *scorer was offside* at the moment the ball was passed to him, *signals offside*.
- If there was a *foul by an attacker*, stands at *attention with no flag signal*.
- If a player *other than the scorer was in an offside position* and, in the opinion of the assistant referee, was *interfering with play or with an opponent*, stands at *attention with no flag signal*.
- Assumes the proper position for the restart indicated by the referee.

L. Fouls Observed By The Referee

Referee

- Stops the game with a whistle.
- Moves to the spot of the foul if necessary to prevent possible retaliation or misconduct.
- Makes eye contact with the lead assistant referee for assistance with determining if a defender *inside the penalty area* committed the infringement.
- Indicates the direction of the free kick.
- Ensures that the ball is properly placed.
- Allows a quick free kick, except where this is prevented or interfered with by an opponent's failure to respect the required distance.
- In cases where the restart is interfered with, clearly indicates that a separate signal is now required for the restart and then deals with the interference.
- If the kick is indirect, gives the appropriate hand signal for the restart, and holds the hand signal until the ball has been touched or played by another player or goes out of play.
- Signals for the restart.

Assistant Referee

- Responds to eye contact by the referee requesting assistance regarding the location of the foul either by making no discernible signal (to indicate that the infringement occurred outside the penalty area) or by holding the flag straight downward in front of the body (to indicate that the infringement was committed by the defense inside the penalty area).



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M. Fouls Not Seen By Referee But Indicated By Lead Assistant Referee

Referee

- Acknowledges the assistant referee's signal by stopping play, calling advantage, or waving down the signal to indicate that play should continue.
- If play is stopped for the foul, indicates the direction of the free kick and ensures that the free kick is taken properly.
- Confers with assistant referee, if necessary, to confirm the nature of the infringement (keeps field in view while moving to touch line and while conferring).

Lead Assistant Referee

- Determines that the infringement was not or could not be seen by the referee.
- Signals with the flag raised vertically in the hand appropriate for the restart direction and, upon making eye contact with the referee, gives the flag a slight wave.
- If the referee stops play, signals with the flag held 45 degrees upward in the direction of the restart if the foul was committed by *any player outside of the penalty area* or by *an attacker inside the penalty area*.
- Moves directly to goal line to assume the position for a penalty kick if a defender *inside the penalty area* committed the foul.
- Indicates the location of the restart if necessary.

N. Fouls/Misconduct Indicated By The Trail Assistant Referee

Referee

- Stops the game with a whistle.
- Confers with the trail assistant referee, if necessary, to determine nature of the occurrence. While moving to confer, referee keeps field in view.
- Deals with the incident as appropriate.
- Indicates the location and direction of the restart.
- Signals for the restart and ensures that the free kick is taken properly.

Trail Assistant Referee

- Signals with the flag raised vertically and, upon making eye contact with the referee, gives the flag a slight wave.

Lead Assistant Referee

- If the referee does not see the trail assistant referee's signal, the lead assistant referee mirrors the flag signal and, upon making eye contact with the referee, directs his attention to the trail assistant referee.

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O. Play On, Advantage Applied

Referee

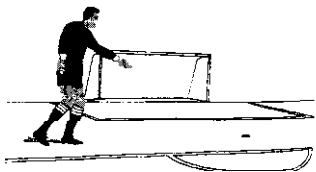
- Declares distinctly "Play on!" or "Advantage!" and moves both hands forward in a sweeping motion at waist level.
- Avoids an advantage signal when an incident has been observed which is judged not to be a foul (or a trifling or doubtful foul).



P. Penalty Kick

Referee

- Whistles to stop play.
- Points clearly to the penalty mark and, unless needed elsewhere for game control purposes, moves to the edge of the penalty area near the goal line to avoid confrontation and dissent.
- Deals with players who may attempt to protest or dispute the decision.
- Supervises the placement of the ball.
- Identifies the kicker.



- Moves to a position in line with the top of the goal area to supervise the penalty kick, far enough from the penalty mark to see all the players.
 - When the ball and all the players are properly in position, signals for the kick to be taken.
- If a goal is scored, backpedals quickly up field keeping all the players under observation.

Assistant Referee

- Moves quickly to the intersection of the goal line and the penalty area and prepares for the duties assigned by the referee in the pre-game.
- If a goal is scored, resumes the position to judge offside, keeps players under observation, and follows the normal goal procedure.
- If play continues, quickly resumes the position to judge offside (cutting the corner of the field if necessary) and keeps play in view.

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Q. Penalty Kick Indicated By The Lead Assistant Referee

Referee

- Stops the game.
- Points clearly to the penalty mark.
- Follows the normal procedures for a penalty kick.

Lead Assistant Referee

- Signals with a flag straight up.
- Upon making eye contact with the referee, gives the flag a slight wave.
- If referee stops game, assistant referee walks to the corner flag and stands in front of the flag.

4. MISCONDUCT - PLAY STOPPED

Referee

- Quickly identifies and begins moving toward offending player and beckons player to approach.
- Attempts to draw offending player away from teammates and opponents.
- Discourages others from approaching, interfering, or participating.
- Stops a reasonable distance away from offending player and begins recording necessary information.
- States clearly and concisely that the player is being cautioned or sent from the field and displays the appropriate card by holding it straight overhead.
- If the player is being sent off, delays the restart of play until the player has left the field entirely.
- In situations where the event or conduct being penalized includes the potential for retaliation or further misconduct, immediately moves to the location of the misconduct and displays the appropriate card before recording any information.

Assistant Referees

- Prevent others on or off the field from interfering with the referee's procedures.
- Record any pertinent information to assist with subsequent reporting of the misconduct.
- Monitor the departure from the field of a player sent off.

Fourth Official

- Monitors the further removal from the area of the field (in accordance with the rules of the competition) of a player sent off

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5. SUBSTITUTIONS

Referee

- Indicates that the restart will be delayed for the substitution.
- When the player has left the field, beckons on the substitute.
- Adds time as appropriate for excessive delay in performing the substitution.

Assistant Referee

- Gives the substitution signal and holds it until eye contact is made with the referee.
- When acknowledged by the referee, lowers the flag.
- When no fourth official is present, the assistant referee comes to the halfway line to supervise, if so instructed in pre-game.
- Ensures that the substitute does not enter the field until the player he is replacing has left the field.



Fourth Official

- Inspects substitute's equipment.
 - Collects substitute's pass and substitution ticket and verifies the information.
 - Informs near assistant referee of substitution request.
 - Stands behind halfway line flag with substitute until referee signals for substitution.
 - Displays numbers of players to be substituted.
- Prevents substitute from entering field until player being substituted has left the field.
 - Records the game time of the substitution.



6. TIMING

Referee

- Makes eye contact with assistant referees for indication.

Assistant Referee

- Indicates last 5 minutes with appropriate number of fingers pointing downward against the background of the shorts.
- Time expired, closed fist on the shorts.
- If the referee has difficulty seeing this signal, moves the fist to the chest

difficulty seeing this signal, moves the (arm across the chest).

7. END OF THE

GAME



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Referee

- Signals with the whistle.
- Points up field to the center circle.
- Secures the game ball.
- Supervises the departure of the teams from the field.

Assistant Referee

- May secure the game ball if closer to it than the referee.
- Joins the referee on the field.
- Flags are furled.

Referee and Assistant Referees

- Keep players and team officials under observation at all times.
- Leave the field as a team *after* the teams have departed or have otherwise ceased all competitive activities.

Fourth Official

- Collects his equipment and proceeds to the locker room or joins the referee and assistant referees off the field.