

## FOXBORO SOCCER ASSOCIATION REFEREE INFORMATION

Thank you for taking this opportunity to referee this soccer season. You help to make the game safe, enjoyable and most of all a fun learning experience for all. We hope you enjoy your experience as a referee and that you continue to learn and improve with each game. The following are your responsibilities as a referee for Foxboro Soccer Association.

### REFEREE RESPONSIBILITIES

- ☐ Know the Rules of the Game. Game rules for each level are attached. Review them before each game.
- ☐ BRING: Your ref t-shirt, whistle, game log, pen, stop watch & coin to each game.
- ☐ Arrive 15 minutes before game time
- ☐ Introduce yourself to each coach when you arrive
- ☐ Check all players' equipment: Approx. 5 minutes before start of game, line each team up for team inspection. All players must have shin guards, team shirts and no jewelry. (Only exceptions are medical and religious wear.) Have all players tap their shin guards and turn their foot to display a cleat. (It is recommended that cleats not be metal.)
- ☐ Call Captains: Approximately 2 minutes to the start of the game, call both captains to midfield, flip a coin to determine who will kick off first.
- ☐ Set your timer: 20 minute halves for kickers and 25 minute halves for the other 3 age groups. Go to mid field and blow whistle: start game.
- ☐ Start games on time. This is your responsibility. Kickers by 10 minutes past the hour and all others as close to the hour as possible.
- ☐ When making a call, blow your whistle **LOUDLY** then announce the call loud & clear "ex: Corner Kick – Blue". Please keep in mind that you are refereeing young and inexperienced players. You want all coaches & players to be aware of the call that you have made.
- ☐ Per US Soccer, intentional heading is now illegal for children ages 10 and under due to concussion concerns. If an intentional header commences during a game, the whistle needs to be blown and the ball needs to be given to the opposing team of the person who committed the act for an indirect free kick.
- ☐ Half time: Blow whistle TWO (2) times to signal half time. Keep to 5 minutes or less. When time is up go to mid field line blow your whistle to start second half.
- ☐ Game end: when time is up for end of game, blow your whistle THREE (3) times to signal game over.
- ☐ Get your Referee Log signed by both coaches at the end of the game. You must have coaches' signatures in order to get paid.

## **REFEREE REPLACEMENTS/SUBS**

If you are unable to work one of your scheduled games, you must try to find a replacement to cover your game. Please notify the Town Referee Coordinator immediately if a conflict arises or if a substitution has been made in order to ensure coverage for the game itself as well as accuracy for the season-end payout.

## **ZERO TOLERANCE**

Please read the enclosed Zero Tolerance Policy. A copy of this policy has been given to every coach. If you have difficulty with a coach or parent PLEASE call me or have your parent call me. It is important that we are aware of any situations that make you uncomfortable during a game. You are all here to learn and improve as referees and no one should make it difficult for you.

## **PLAYER INJURY**

Should there be an injury at any time during the game, stop play immediately. Blow whistle and notify coaches. The coach will take care of their player. Once the injured player has been attended to, the game may resume. Start the game up with a "drop ball". You (the referee) will drop the ball in between two players (one from each team) the ball must touch the ground before either player can touch it. Should the injury have resulted from a penalty; the appropriate penalty should be assessed.

## **MAKE-UP GAMES**

- ☐ Make-up games can occur during the week. You will be notified by the coaches if a game is canceled or rescheduled.
- ☐ If you report to ref a game and it was cancelled but you were not notified by either coach, make a note on your referee log. You will be paid for that game.

## **PAY INFORMATION**

You will be paid \$10.00 per game (3v3) & (4v4) and \$16.00 for 6 V 6  
Patched officials will be paid \$10.00 per game (3v3) and (4v4) and \$20.00 for 6v6

You must have your signed log sheet with you at pay day. If you cannot make it to the payday, you must send someone in your place with your referee log to pick up your money.

# **FOXBORO SOCCER ASSOCIATION**

## **Rules of Game**

*(By Grade Level)*

### **Kickers**

3V3 play

Coaches are allowed on field; only if they do not interfere with the game.

Two 20 minute halves/one 5 minute half time

### **Grade 1**

4V4 play

For first 4 games of season, coaches are allowed on the field to assist with positioning and explaining calls. From the fourth week on, no coaches allowed on the field.

Two 25 minute halves/one 5 minute halftime

### **Grade 2**

6 v 6

Two 25 minute halves/one 5 minute half time

### **Jr/Sr Players**

6V6 both seasons

Two 25 minute halves/ one 5 minute half time

## **Penalties, Throw Ins, Kicks and Goalie Rules**

**Kick-Offs (Micro fields):** The opposition must retreat to their own 6-yard line and cannot move forward until the kick has been taken. The kick-off must be played forward.

**Kick- Offs (6v6 fields):** The game starts with each team in its own half of the field and the defending players at least 10yards from the ball until it is kicked-off forward.

**Throw Ins:** When a throw in is taken both feet must be planted on the ground behind the touch line. The ball should also be thrown with both hands over the player's head.

**Corner Kicks:** Corner kicks are taken when the ball is kicked out of bounds on the goal line last touched by a defending player. It will then be kicked back in by a player on the opposing team from the corner on the side of the goal that it went out of bounds on. The ball must be inside the corner arc. Opponents must be at least 5 yards (for microfield) and 10 yards (for 6v6 fields) from the ball until the ball is kicked. The player taking the kick cannot play the ball a second time until another player has made contact with the ball or a free kick is awarded. Goals may be scored directly from a corner kick.

**Goal Kicks:** Goal kicks are taken when the ball goes out of bounds on the goal line last touched by an attacking player. The goalie or a teammate may take the kick from inside the goalie box. The ball must cross the quarter field line before another player can touch it if the ball **is** touched before it is over the line the goalie or other defending player may take the kick again.

The team not in possession shall withdraw to its defensive half of the field and may not enter its offensive half of the field until the ball is played. Should the team in possession put the ball in

play before the opposing players have taken position in their defensive half, play will continue (ie quick kick)

The ball must touch the ground or be touched by any player in the defensive half of the field (it can NOT be kicked over the half line)

**Goalie Rules:** A goalie may touch the ball with their hands at any time inside the quarter field line. Should the goalie go beyond that line and touch the ball with their hands it shall be considered a hand ball (see below for hand ball rules).

**Handball:** If a ball is touched at any time by a player (other than the goalie: see rules above) with their hands, forearm or upper arm it shall be considered a penalty and result in a free kick for the other team. Should the ball be touched accidentally and does not interfere with play; play will continue without penalty. Should the ball be touched intentionally within the goalie box, it shall be considered a penalty and result in a penalty kick for the other team.

**Penalties: (All Levels) There will be absolutely no tolerance of pushing, shoving, tripping, kicking, slide tackling, playing dangerously, or abusive language during game play. Any inappropriate behavior listed above will result in a penalty. Refs should remind players to watch their elbows, hands, forearms and kicks during play.**

**Penalty:** Referees will call inappropriate aggressive play. If you witness any aggressive acts listed above, blow your whistle and give both the player & the coach a warning. 2<sup>nd</sup> time, blow your whistle, announce the penalty (ex: "slide tackle #8 blue"), stop play and give ball possession to other team at spot of penalty. **For Micro (4v4)** any penalty inside the penalty box will result in a indirect kick from the nearest spot of infraction outside the penalty box. . If rough play keeps happening throughout the game, speak to coaches.

**Penalty Kicks (6v6 only):** Penalty kicks are taken for any of the above fouls occurring within the penalty area. The kick will be taken from 8 yards. All players (except for the shooter and goalie) must stand beyond the midfield line. The play is dead after the shot is taken (no rebounds). (A goal is scored- kick off; over the end line-goal kick.)

**Free Kick:** Free kicks are assessed at the spot of the infraction for any of the above fouls. All players must remain ten feet from the ball until after it is kicked. There are no direct kicks allowed: goals cannot be scored off a free kick without being touched by another player. EXCEPTION: Fouls in the penalty area always result in a Penalty Kick.

**Substitutions:** Coaches may substitute players on any throw in or goal kick. Coaches should try to substitute approx. every three minutes to provide equal playing time.

***Thank You!***

If you have any questions, problems or concerns, please don't hesitate to contact me. Have a great season!

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