

Pre-Game Card



Referee equipment

Uniform : shirt with badge, shorts, socks, athletic shoes, optional black cap

Supplies: whistle, coin, referee wallet, pen, digital watch, two flags

Pre-Game Instructions from the Referee to Assistant Referees:

Follow USSF standard procedures plus any special instructions from the referee

1. **Kick-Off:** Count players, check goalkeeper is ready, then signal referee.
2. **Offside** is your priority as AR. Focus on being in position (second to last defender or the ball). Wait for player involvement, unless there is an imminent collision. Signal, wait for whistle, then indicate ball placement.
3. **Throw-in:** Signal ball out of play for entire touch line and goal line. On your half of the touch line, signal direction. On the referee half, mirror the referee's signal.
4. Follow the ball all the way to the goal line.
5. **Goal** scored: run up the touch line. Not a goal: stand like a statue.
6. **Fouls:** Signal fouls that are reasonably near to you that you believe the referee would have called if they had seen.
7. **Penalty Kick:** Stand at intersection of goal line and penalty area - judge goal and goalkeeper movement.
8. **Administrative** duties:
 - Time keeping - Back up referee
 - Substitutions - Follow standard procedures
9. **Communication:** Referee will make eye contact at most stoppages, indicate all ok.
10. We will walk onto and off the field together.



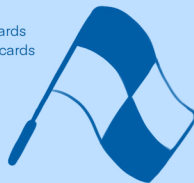
AYSO National Guidelines >>>>>

Game Management Information

Division	Game Length	Minimum Players	Ball Size	Team Size
10U	2 x 25 mins	5	#4	7v7
12U	2 x 30 mins	6	#4	9v9
14U	2 x 35 mins	7	#5	11v11
16U	2 x 40 mins	7	#5	11v11
19U	2 x 45 mins	7	#5	11v11

Referee Pre- and Post-Game Responsibilities

1. Arrive 30 minutes early
 2. Inspect field (especially goals) for safety hazards
 3. Meet coaches, inspect teams and get game cards and game balls*
 4. Pre-game instructions to ARs*
 5. Conduct coin toss*
 6. Check with ARs that teams are ready
 7. Half-time review with ARs
 8. Supervise teams' post-game handshake
 9. Complete and submit game card
- *These can be completed on the side before the prior game ends.



Spirit of the Game and the Philosophy of Refereeing

"The Laws of the Game are intended to provide that games should be played with as little interference as possible, and in this view it is the duty of referees to penalize only deliberate breaches of the Law. Constant whistling for trifling and doubtful breaches produces bad feelings and loss of temper on the part of the players and spoils the pleasure of spectators."

The model set by the adults present (referees, coaches and spectators) at games influences the development and behavior of the young players watching. Remember...

Safe, Fair, Fun!

Assistant Referee Signals



THROW-IN AR'S TOUCHLINE

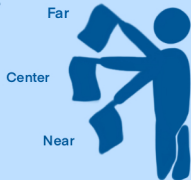
Point direction of throw-in



OFFSIDE

Hold flag straight up

OFFSIDE LOCATION



FOUL NOT SEEN BY REF

Raise with slight wiggle, after ref eye contact, indicate restart direction



CORNER KICK

Point toward near corner



GOAL KICK

Point toward goal area using right hand



Referee Signals



INDIRECT FREE KICK

Hold until another player touches, ball goes out or ball obviously not going into goal



FREE KICK

Point in restart direction



CORNER KICK

Facing the goal line, point to correct corner



THROW IN

Point direction of throw-in



GOAL KICK

Point toward goal area



GOAL

Point to center spot

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