



JUNIOR REFEREES WORKSHOP



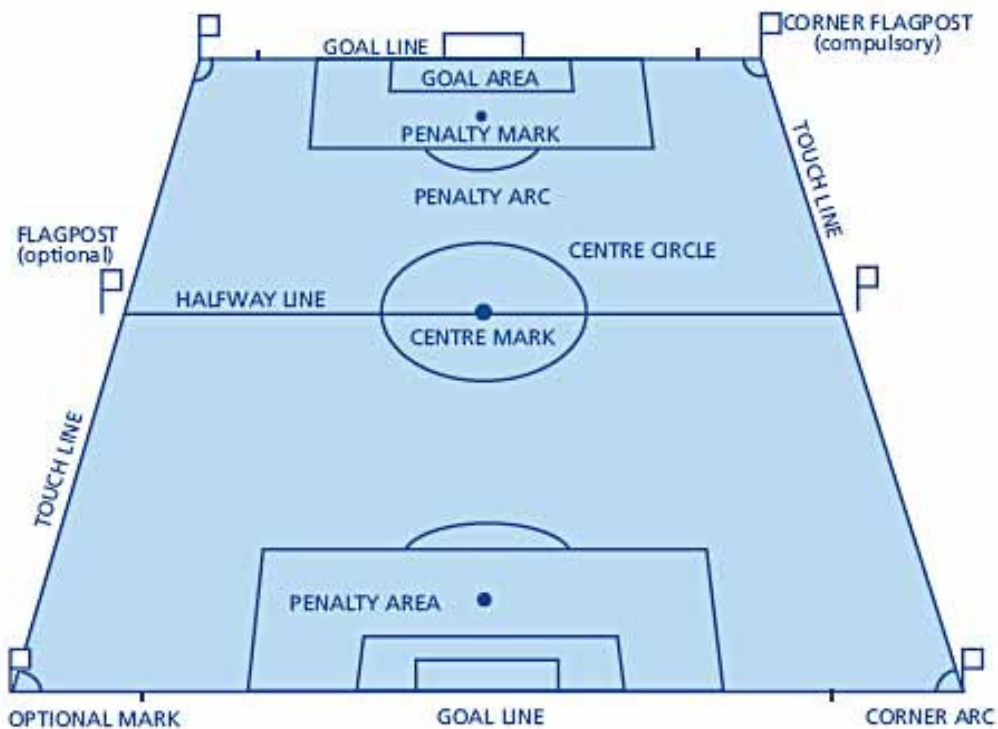
JUNIOR REFEREES CO-ORDINATOR - JAMES MAY PH: 0418 436 777

CFA SYDNEY PRESIDENT – PAUL SYDENHAM PH: 0499 994 313

WEBSITE: www.cfasydney.com.au

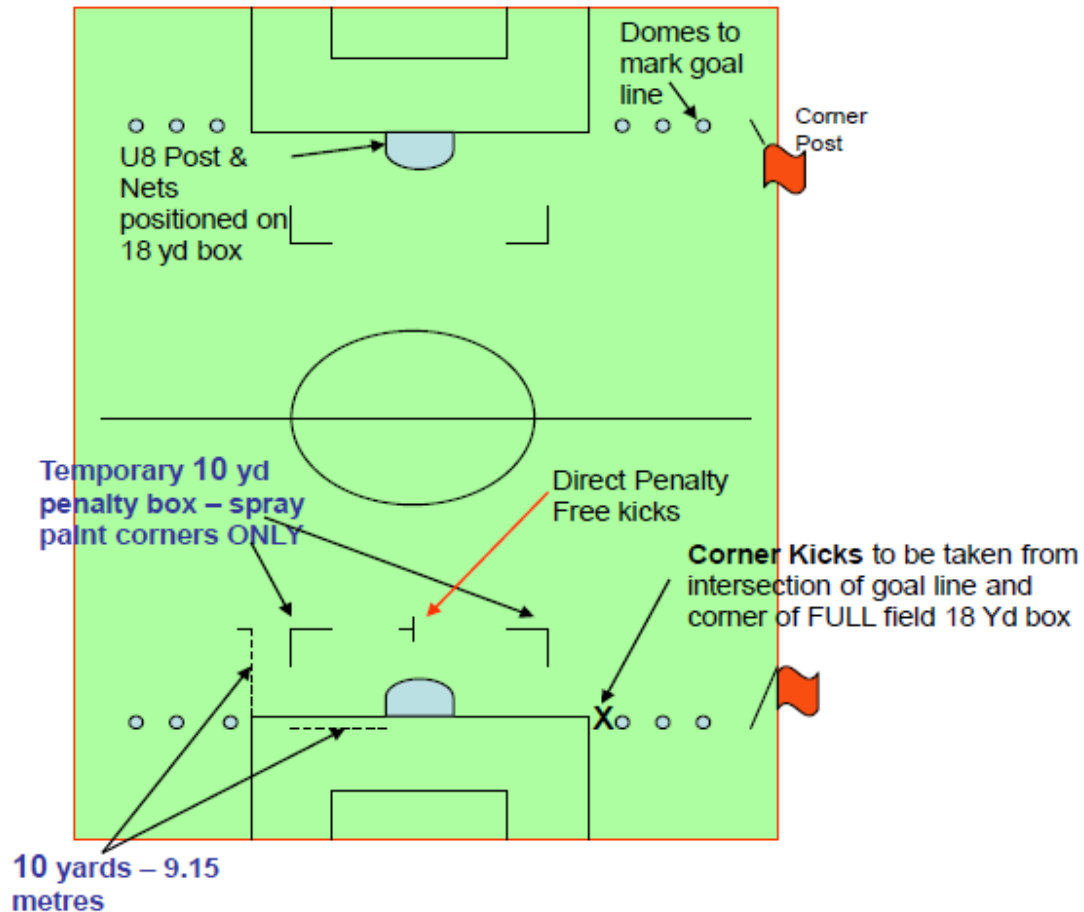
The Field

- Must be SAFE. Rectangular, with lines marked for the boundary and halfway lines, plus penalty and goal areas, the centre circle and corner arcs. The lines belong to the areas they define, so a ball on the line is "in".
- Goal posts must be safe, firmly anchored and should have nets in place.
- Corner posts must be tall and not pointed



Line Markings

- To minimise the number of line markings on the field, the extend goal lines and sidelines shall be indicated by small flexible cones.
- A ball making contact with a cone is deemed to have passed over the line and play is restarted in accordance with the normal rules of play, subject to listed below.
- The penalty area shall be marked at the corners of the penalty area only.



Number of Players



U6 & U7 – Maximum of 10 players nominated on team sheet, 6 players on field

U8 to U10 – Maximum of 13 players nominated on team sheet, 9 players on field

U11 to Seniors – Maximum of 16 players nominated on team sheet, 11 player on field.

- Each team must have a goalkeeper. He can change place (and shirt) with a field player during any stoppage of play if the referee has been told and approves.
- All players, interchange players and coaches are answerable to the referee.
- Specific interchange procedure during any stoppage - the player leaves the field of play then the interchange player enters the field. Only then do they swap roles. All of this takes place at the halfway line.

Players' Equipment



- Must be SAFE. Uniforms to distinguish both teams and their keepers, being shirts, shorts, socks, shin guards and suitable footwear.
- No jewellery can be worn.

The Ball

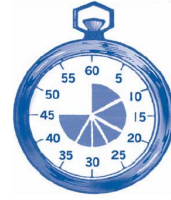


- Must be SAFE. A sphere, made of leather or something similar, of a certain diameter, weight and pressure. In other words, a soccer ball. If it bursts during play, restart with a drop ball.

Size of Ball

- U6 to U8 – Size 3 ball
- U9 to U14 – Size 4 ball
- U15 to All Age – Size 5 Ball

Duration of Play



- The match will consist of two equal halves. Time is extended only extended to take and complete a penalty.
- Half time shall be 5 minutes up to 15 minutes.

Game Times:

- U6 = 15 minutes each way
- U7 to U12 = 20 minutes each way
- U13 & U14 = 25 minutes each way
- U15 to U16 = 30 minutes each way
- U17 = 35 minutes each way

The Referee



- Law 5 is a job description for referees. It defines the role, plus the obligations and responsibilities that the referee must meet.

These include:

Checks the environment - field, ball and players' equipment - is SAFE

Timekeeper, scorer & administrator

Controls the game and makes sure the laws are followed

Adjudicates on fouls and administers cautions or send offs when appropriate
Plays "advantage" when applicable

Can change a decision if play hasn't restarted

Allows players' injuries to be treated at an appropriate time.

The referee's authority starts when he walks onto the field and continues through all play and stoppages (including halftime) until he leaves the field at the conclusion of the match.

-

The Assistant Referee



The assistant referee's role is to help the referee with:

- Offside - the main job
- Ball in & out of play
- Who gets the throw in, goal or corner kick
- Fouls on the referee's blind side

NOTE: only official assistant referees can call offside and fouls behind play.

Some basic guidelines on decision making



- Advantage play = possession of the ball plus the opportunity to attack
- For a free kick to be awarded, an incident has to happen on the field while the ball is in play
- The first foul in any sequence determines the form of free kick
- A player's worst foul in any sequence determines his punishment (yellow or red card)
- Any outside interference - a spectator runs onto the field, the ball hits a dog on the field, call for a dropped ball.
- If the ball is out of play and an incident occurs then the restart is a throw in, goal kick or corner kick depending on where and how the ball left the field of play.
- If there is any doubt about whether a player is offside or not, the benefit of doubt goes to the attacking player

How to Play a Game



Kick Off

This is a neutral method of starting a game at the start of each half and after a goal is scored. It is essentially a direct free kick in centre field. The ball is in play when it is kicked, with every player in his own half. Note a goal can be scored from the kick off.

Drop ball

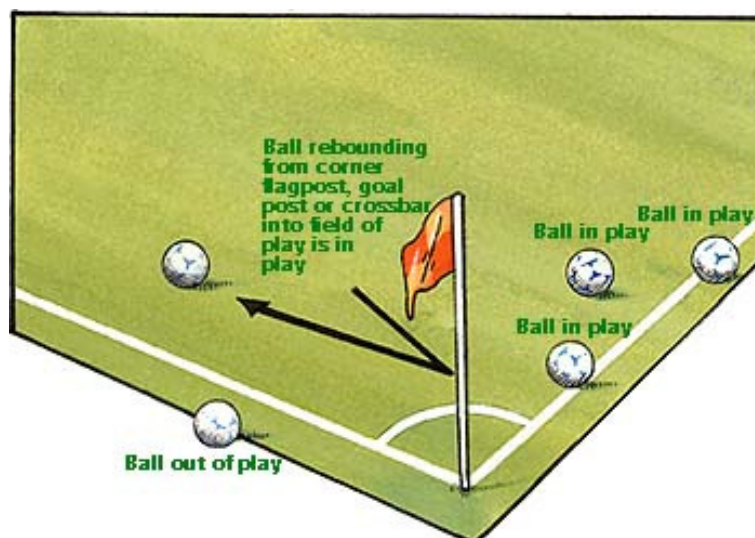
For any stoppages outside the laws, e.g. a serious injury or the ball hits a dog, the referee drops the ball to restart. The ball is in play when it hits the ground.

Ball in & Out of Play

The ball is "live", or in play, at all times except when it leaves the field or the referee stops play.

Rebounds from goalposts, corner posts and the referee.

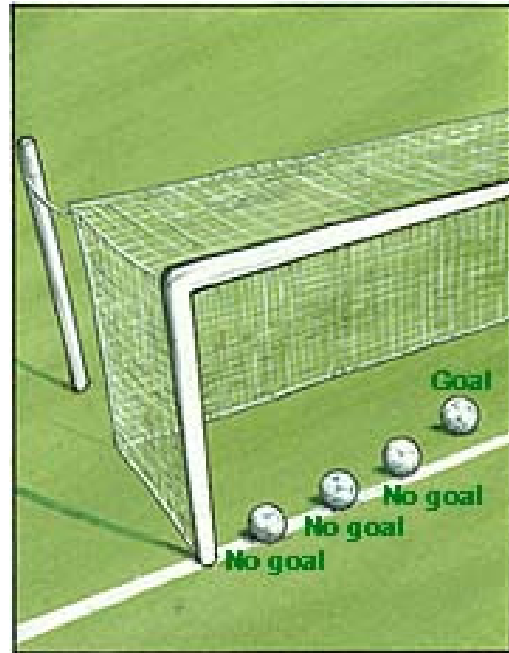
To be out of play, the whole of the ball has to cross the whole of the line.



Scoring

The ball has to go into the goal, i.e. past the goal line, between the posts and under the cross bar. There is no other way of scoring in soccer.

A goal can be disallowed for prior infringements by the attacking team.



Throw-in, Goal Kick & Corner Kick

These are the methods for restarting play after the ball leaves the field. They are always taken by an opponent of the player who last played the ball. The player that takes the throw-in or kick can't touch or play the ball until it has been touched by another player on the field.

Throw-in

Taken from where the ball crossed the side line. Ball in both hands, thrown from behind & over the head. Both feet must be on the ground, on or outside the side sideline. The opposition team shall be awarded a throw-in if any of these rules are fouled.

A goal can't be scored directly from a throw. If the ball goes directly into the opponent's goal from a throw-in then a goal kick shall be taken by the opposing team to restart play. If the ball goes directly into the throwers team's goal from a throw-in then a corner kick shall be taken by the opposing team to restart play.

Goal Kick

U8 to U10

Is to be taken from anywhere inside the penalty area. All opponents must be at least 9.15 metres from the ball and outside the penalty area. A goal can be scored directly from a goal kick, but only against opponents.

U11 & up

Is to be taken from anywhere inside the goal area. The ball must leave the penalty area before it is in play. All opponents must be outside the penalty area. A goal can be scored directly from a goal kick, but only against opponents. If the ball does not leave the penalty area and go into the field of play the kick is to be retaken.

Corner Kick

Is to be taken from the nearest corner from where the ball is retrieved

Ball is in play when it is kicked All opponents must be at least 10 yards (9.15 metres) away.

A goal can be scored directly from a corner kick, but only against the opposing team

U8 to U10	Corner of goal line & penalty area
U11 & U12	Goal line, 8 yards from penalty area
U13 & up	Inside the corner arc

Offside

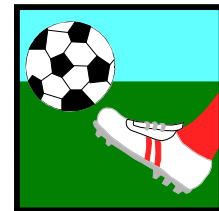
It is OK for a player to be in an offside position if they don't get involved in play.

- **Who** a player that is closer to his opponent's goal line than the ball and second last defender - behind the ball is always on side
- **Where** only in the opponent's half of the field
- **When** at the instant the ball is touched or played (intentionally or accidentally) by a teammate
- **How** by being involved in active play: going for the ball, getting an advantage after a rebound or deflection, or getting in an opponent's way
- **Exceptions** getting the ball direct from a goal kick, corner kick or throw in
- **Restart** indirect free kick from where the offside player was at the time the ball was played

Free Kicks

Direct

A goal can be scored (only against the opposition) without another touch of the ball by any other player



Indirect

Needs a second touch of the ball by any player – not the kicker – before a goal can be scored (against either side)

Taken from the place where the foul was committed

Kicker cannot play the ball twice

Opposition must be at least 10 yards (9.15 metres) from the ball (unless the free kick is awarded within 10 yards (9.15 metres) of the goal. Then the opposition players may be on their goal line and between the posts)

Penalties

A penalty kick is awarded to the opposition when the defending team commits a penal foul inside their own penalty area



It is essentially a direct free kick from the penalty spot 11 metres or 12 steps out from the goal.

Every player except the goalkeeper & kicker must be outside the penalty area and behind the penalty spot.

Keeper stays on his line until the ball is kicked – the ball must be kicked forwards.

Direct Free Kicks for Penal Fouls

Accidentally, intentionally or with too much force against an opponent:

- 1 kicking or trying to kick an opponent
- 2 tripping or trying to trip an opponent
- 3 striking or trying to strike an opponent
- 4 jumping at an opponent an opponent
- 5 pushing an opponent
- 6 charging an opponent
- 7 foul tackle (getting the opponent before the ball)
- 8 holding an opponent
- 9 spitting at an opponent
- 10 Handball, handles the ball deliberately (except for the goalkeeper within his own penalty area)



Indirect Free Kicks for Technical Fouls

Fouls committed by the goalkeeper inside his own penalty area:

- handling the ball after a back pass (deliberately kicked to him by a team-mate)
- handling the ball after directly receiving a throw-in by a team-mate
- playing the ball with his hands again after releasing it from his possession and before it has touched any other player (bouncing the ball is OK)
- holding the ball for more than 6 seconds

Fouls committed by any player anywhere on the field:

- dangerous play – high kick, laying on ball
- obstruction
- stopping the keeper from getting rid of the ball (releasing it from his hands)
- any other offence which play was stopped for to caution or send-off a player, e.g. dissent

Cautions (Yellow Card)
7 offences

- Unsporting behaviour
- Dissent
- Persistent infringement of the laws of the game
- Delays a restart of play
- Too close to a free kick, corner kick or throw-in
- Enters the field of play without the referee's permission
- Leaves the field of play without the referee's permission



Send Offs (Red Card)
7 offences

- - Second caution (yellow card) in one game
- - Serious foul play
- - Violent conduct (i.e. fighting)
- - Denying a goal or OGO (obvious goal scoring opportunity) by a handball
- - Denying an OGO by any other foul
- - Foul or Abusive language
- - Spitting at anyone



A player sent off cannot take any further part in the match

Mini Soccer Rules

Mini Field Dimensions

- Goals: 4.6 metres x 1.5 metres
- Goal areas: Semi-circle - 4.6 metre radius from centre of goal
- Centre circle: 4.6 metre radius
- Field: 64 metres long x 46 metres wide (approx)



Ball Size

- U6 & U7 Size 3

Duration of Play

- U6 15 Minutes each way
- U7 20 Minutes each way

Number of Players

- Maximum of 10 on team sheet
- 6 on field (one of which must be the goalkeeper)
- Minimum of 4 players on field for play to commence or continue
- Unlimited interchange of up to 4 substitutes

Offside

- NO OFFSIDE - This rule does not apply in Mini Soccer

Free Kicks

- All free kicks awarded will be INDIRECT and will be taken at the place where the infringement occurred (apart from as provided below regarding the goal area). At no time will a direct free kick be awarded.
- Any free kick awarded to the attacking team inside the goal area circle shall be taken on the goal area circle at the point closest to the place of the infringement. Free kicks awarded inside the goal area arc to the defending team are to be taken on the goal area arc, all opposing players must stand at least five (5) metres from the ball when a free kick is being taken

Goal Kicks

- Goal kicks are to be taken from goal area arc, all opposing players must stand at least five (5) metres from the ball when a goal kick is being taken

Corner Kicks

- Corner kicks are to be taken 1 metre from the intersection of the goal line and the side line, all opposing players must stand at least five (5) metres from the ball when a corner kick is being taken

Coach/Manager on the Field

- A Coach or Manager from each team shall be allowed on the field of play to give direction and encouragement to his players, but must remain outside the goal areas and at least five (5) metres from the play. The on field Coach/Manager must also avoid impeding the path or view of any player.

Marking the Goalkeeper

- A player marking or obstructing the goalkeeper will be penalised by an indirect free kick



Fact Sheet

MATCH TIMES

Minis

U6 15 Minutes each way

U7 20 Minutes each way

Juniors

U8 to U12 20 mins each way

U13 & U14 25 mins each way

U15 & U16 30 mins each way

U17 35 mins each way

INTERCHANGE

Minis U6 & U7 6 players on field (min of 4)
4 interchange
10 total players

U8 to U10 9 players on field (min of 6)
4 Interchange
13 total players

U11 to U17 11 players on field (min of 7)
5 interchange
16 total players

GOAL KICKS

U8 to U10 anywhere inside the penalty area. Opposition 10 yards (9.15 meters away)

U11 & up anywhere inside the goal area.

CORNER KICKS

U8 to U10 Corner of goal line & penalty box

U11 & U12 Goal line, 8 yards from penalty box

U13 & up Inside the corner arc

GOAL POSTS

Mini U6 & U7 – 1.5m high, 4.6m wide

Small sided game U8 to U10 – 1.8m high, 4.5m wide

MINI RULE OK

6 aside, minimum of 4 players

Unlimited interchange

No offside

All free kicks = indirect

Free kicks awarded inside the goal area are taken on the goal area circle

Goal kicks taken 1yd from corner

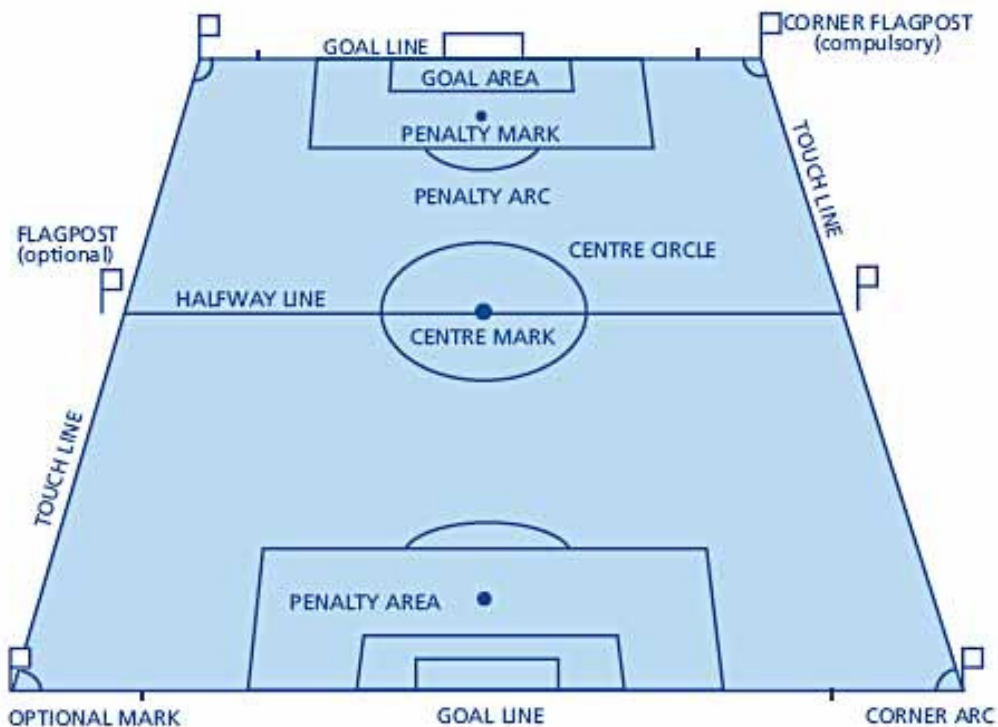
Coaches are allowed on the field, outside goal areas & at least 5yds from play

BALL SIZE

U6 – U8 Size 3

U9-U14 Size 4

U15-U17 Size 5





Junior Referee check list

1. On arrival at the field ½ hour before the time of your game, make sure you know where the toilets are.
2. Speak to the Manager or coach & ground official
3. Inspect the field

- * Inspect nets are properly attached to posts.
- * The playing surface is safe:
 - No holes in field
 - No large sticks on field
 - No broken glass on field
 - No plastic bottles on field
 - No things that cause injury to players

If any of the above occurs, ask the Ground Official to fix. (Referees do not fix these problems). The game does not commence until the issues are fixed, remember to be reasonable.

4. Before you walk out onto the field, check:

Have you received the game sheet from each club?
Do you have a coin for the toss?
Do you have a stop watch?
Do you have the two AR flags, have you asked each teams Coach or Manager to supply a person to run the line?
Do you have your whistle?
Do you have a pen or pencil?
Do you have your red or yellow cards & score sheet
Are you dressed correctly – your socks pulled up, Shirt tucked in, make sure your shirt does not clash with either team.

5. After the game

Ensure your game sheet is filled out
Post your game sheet in the envelope provided by Sunday evening.

6. The referee shall report if he is intimidated by any club, spectator, parent or any other source.

How: Write the incident on your game sheet and advise the Junior Referees Co-ordinator by phone or email.