

Referee Checklist

1. Get to the field 15-30 minutes before game time. Know what teams #'s you are reffing and who is away.
2. Have your flags, watch, whistle, pen, scorecard, water/snack and referee wallet ready
3. Ensure field is safe (goals are secured, no debris on the field, and corner flags are positioned correctly)
4. Greet the coaches:
 - a. Introduce yourself with confidence and shake hands. Try to remember their names
 - b. Remind the coaches that you will call mandatory substitutions halfway through the first half.
 - c. Remind coaches that they need to request substitutions from you when play is stopped. **NO SUBS ON THE FLY.**
 - d. Inform the coaches that you will only call deliberate handballs and that players protecting themselves at the wall will not be penalized as long as their hands and elbows remain in contact with their body.
 - e. For Division 6 foul throw-ins will be given a 2nd opportunity and no off sides will be called.
 - f. Let them know advantage will be played if a foul is committed.
 - g. Let them know that you appreciate your support and will call the game as fairly as possible and that you will teach when possible.
 - h. Give (1) flag to each coach to assign a linesman
 - i. Ask for the game balls and inspect for size, condition and pressure (Divisions 4, 5 &6=Size 4; Division 3=Size 5)
5. Check the teams in
 - a. Make sure cleats/sneakers are OK (NO FOOTBALL, BASEBALL or METAL ALLOWED)
 - b. Shin guards must be worn and covered by socks
 - c. No jewelry, no metal hair ties and no casts (or anything else that can hurt another player)
 - d. Tell the players that if they are injured during a match to take a knee.
 - e. Remind players of the correct way to do a throw-in.
6. Remind the linesman that the ball must COMPLETELY cross the line to be out.
7. Do the coin toss ("away" team calls and winner chooses goal to defend, loser gets the kickoff)
8. Set your watch and start the game on time. Monitor the game time during play.
9. Make sure players and coaches shake hands at the end of the game-Listen for language and correct it immediately
10. Get your flags back at the end of the game
11. Report the scores.

Number of Players:

Division III and IV shall be conducted with FIFA laws (11 per side including the keeper, minimum of 7)

Division V & VI shall be conducted with 8 per side (including the keeper), minimum of 5.

Playing Time:

Division VI (4) 12 minute quarters

Division IV (2) 35 minute halves

Division V (2) 30 minute halves

Division III (2) 40 minute halves

FIFA Law 12-Fouls and Misconduct

Direct Free Kick (taken from where the offence occurred)

A direct free kick is awarded to the opposing team if a player commits any of the following (6) offences 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 trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent

A direct free kick is also awarded to the opposing team commits any of the following four offences:

- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately (except for the goalkeeper within his own penalty area)

Penalty Kick (12 yards or 12 paces)

A penalty kick is awarded if any of the above ten offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play)

Indirect Free Kick (taken from where the offence occurred)

An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:

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

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

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