<table>
<thead>
<tr>
<th>TABLE OF CONTENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Introduction Letter</td>
</tr>
<tr>
<td>Administrative Information</td>
</tr>
<tr>
<td>Game Field Location</td>
</tr>
<tr>
<td>Game Checklist</td>
</tr>
<tr>
<td>Officiating Points</td>
</tr>
<tr>
<td>Modified Soccer Laws for PYSA</td>
</tr>
<tr>
<td>PYSA Soccer Referees</td>
</tr>
<tr>
<td>Responsibilities of Referees</td>
</tr>
<tr>
<td>Recipe for Success</td>
</tr>
<tr>
<td>PYSA Soccer Primer</td>
</tr>
<tr>
<td>Yellow &amp; Red Cards</td>
</tr>
<tr>
<td>Signals of the Referee</td>
</tr>
<tr>
<td>Referee Field Positions</td>
</tr>
<tr>
<td>Shoe Policy</td>
</tr>
</tbody>
</table>
Welcome to the 2016/2017 Portland Youth Soccer Association (PYSA).

Your role as a PYSA soccer referee is a key factor in the success of providing top quality recreational soccer to Portland area children.

Enclosed you will find the following helpful materials:

PYSA Shoe Policy
PYSA Disciplinary Policy
PYSA Misconduct Report (Sample)
PYSA Referee Evaluation Form (Sample)
PYSA Assistant Referee’s Guide

Other helpful materials

Please take this Referee Packet to all of your games. As you will see, it is a valuable source of information. Please use your Referee Packet throughout the year to be knowledgeable of PYSA laws and procedures. This packet, your training sessions, and your actual refereeing game
experience are intended to provide you with the skills to properly manage and conduct PYSA soccer matches at the youth level.

If you have any questions about pay contact the PYSA office 503-646-6683. If you have a game conflict and cannot referee your game, it is your responsibility to handle this as far in advance through the www.oregonsoccercentral.com web site.

The PYSA Referee Mentors will be conducting referee evaluations each weekend. The purpose of the referee evaluation is to assist you in becoming the best referee you can be. Beginning referees will be evaluated at least once during their first fall or spring season. You will receive a copy of the written referee evaluation.

If you have any questions or concerns during the season, please leave a message on the PYSA office phone at 503-646-6683 or via email at administrator@portlandyouthsoccer.com. We will respond to all calls within 24 hours.
ADMINISTRATIVE INFORMATION

1. EMPLOYMENT FORMS:

Referees must complete payroll forms before any games can be assigned! These forms include:

a. W-9 Independent Contractor

b. Calendar confirming available dates to work

2. GAME PAYMENT:

A. Payment chart

<table>
<thead>
<tr>
<th>Game level</th>
<th>Pay Per Game</th>
</tr>
</thead>
<tbody>
<tr>
<td>U9 – U10</td>
<td>$ 20.00</td>
</tr>
<tr>
<td>U11 – U12</td>
<td>$ 30.00</td>
</tr>
<tr>
<td>U13 – U14</td>
<td>$ 40.00</td>
</tr>
</tbody>
</table>

All beginning referees will be required to work U9, U10 and some U11 games the first year.

B. If you are sent to a field to referee and the game has been cancelled, you will still be paid. If you have other games at that field, do not assume they are cancelled. Pay periods will begin after the second game of the season, and checks will be mailed every two weeks. Checks will be mailed to the address on the W-9 Form.

C. Referees must be responsible for reporting their scores in order to receive compensation. All scores must be reported in the Game Report found on www.oregonsoccercentral.com web site by 5:00 PM on the Monday following the game.
3. ASSIGNMENTS:

A. PYSA will make all game assignments.

Assignments for games will be posted on the www.oregonsoccercentral.com web site. **PYSA will schedule all initial games for new referees.** PYSA will assume that all referees are available every weekend, starting August 29th, 2015, to referee from 8:30AM to 5:00PM. Assignments will be made directly off the calendar you completed. If you have a conflict (PSAT or SAT testing, for example) it is your responsibility to inform PYSA of the dates as far in advance as possible. Your fellow referees and PYSA will appreciate this.

Any cancellations must be made online under www.oregonsoccercentral.com before Thursday evening at 5pm. PYSA has adopted a 3-Strike Policy:

First late cancellation or no-show to an assignment may be excused with a written explanation and a phone call to PYSA. Second late cancellation or no-show to an assignment might be excused with a written explanation and a meeting with a member of PYSA.

Third late cancellation will terminate a working relationship with PYSA.

Expect a follow-up phone call to verify the reason for your absence if you do not work your game and do not notify us.

*Remember, there are approximately 30 players, several coaches, and 40 to 50 parents depending on you for each game.*
GAME FIELD LOCATIONS

See the PYSA web site, www.portlandyouthsoccer.com or www.oregonsoccercentral.com

GAME CHECKLIST FOR REFEREES

1.) Game Preparation and Equipment

Referees will wear proper uniform to all games (yellow shirt or black when teams wear yellow, shorts, black 3- white-striped socks and soccer shoes). Referees must have a hand whistle, yellow/ red cards, timing device and flags), a pocket-sized pad to record the scores and names of player(s) or given yellow/red cards, or any incidents. Make sure you have the following equipment before leaving for your games.

*Uniform (as described above) *Assistant Referee flags
*Whistle (and back up) *Coin
*Stop Watch *Pad of paper & pencil
*Yellow and red cards *Game assignments

*PYSA Referee Manual
*Code of Conduct Card

2.) Early Arrival

Set out your referee uniform (shirt, shorts, and socks) and equipment the night before your game. Remember that all
sweatshirts must be worn under your referee shirt and the color should not differ from the color of the referee shirt. Referees should arrive at the field of play at least 20 minutes before their first scheduled game. If you don’t know where the field is, find out during the week. Don’t wait until Saturday morning to try to locate the field. **Most directions are available on the PYSA website, www.portlandyouthsoccer.com.**

Make sure your shirt is tucked in and your socks are pulled up.

3.) Field Inspection

The referee’s first task is to inspect the field of play. To ensure the safety of the players, broken glass and other debris should be removed before the play begins. Make sure corner cones or flags are in place (if available). Use soccer balls, coats, or bags if no cones are available. During this time, you may have to remind coaches to start warming up, choosing captains, etc. You have the right to abandon the game if unsafe field conditions (such as unstable goal posts, lightning, and ice) will pose a danger to the players.

4.) Player Inspection

Referees should conduct an orderly pre-game inspection of all players and their equipment. At this time introduce yourself to the coaches and ask for an assistant referee from each team.

PYSA team rosters are required for all players and coaches, either a paper version or on their IPhone. **No need to collect them.**

The Player’s Code of Conduct must be read to both teams (including coaches) before the kickoff to start the game. You may do this for each team after introducing yourself to the coaches and checking the players equipment or for both teams at once by assembling all the players (starters & substitutes) from both teams at centerfield before kickoff (after coin flip) and read to
both teams at the same time.

ALL PLAYERS

Must wear shin guards, covered by socks.

Must wear approved soccer shoes. (See enclosed PYSA Shoe Policy)

Must wear matching jerseys. All players on the field must be attired in matching jerseys, except goalkeepers, who must wear colors that distinguish them from all other players on the field. In case of a color similarity between teams, the home team will change or reverse jerseys.

May not wear articles that may injure themselves or another player. Absolutely no jewelry may be worn during game play. That includes all types of earrings (NO TAPING, NO EXCEPTIONS), or body jewelry, watches, rings, necklaces, bracelets, wristbands, do-rags, or casts, Hair bands, if used, must be elastic. Any other articles, which in the opinion of the referee may endanger the player or other players, are also not allowed. Make no exceptions!! Medical Alert bracelets: may be worn around the neck or around the wrist. (Preferably taped to the player’s shirt.)

Late arriving players must be inspected.

Players who are late getting to the game must pass the above equipment check before entering play. Watch for equipment violations throughout the game.

5.) Lines Instruction

Have each coach select a volunteer Assistant Referee to identify when the ball goes out-of-bounds only. Meet with both Assistant Referees and coaches (together) prior to the start of the game, introduce yourself and explain what you want them to do. Parent
Assistant Referees do not signal/call offside or fouls.

6.) Game Ball Selection and Coin Toss

Referees are to conduct a brief pre-game conference with the team captains. Have the captains introduce themselves and shake hands. Have both teams bring you a game ball for inspections, and pick the best ball that is the right size for that age group. (Note: U9-U12 uses a #4 ball; U13 & older use a #5 ball). The game ball should be properly inflated, round, with no loose panels, no exposed air valve. **Conduct the coin flip.** The team that wins the coin toss decides which goal it will attack in the first half of the match. The other team must kick off to start the match.

7.) Game Schedule

You are expected to keep all games on schedule. If one of the teams arrives late, you may have to shorten the halves so subsequent game(s) starting times stay on schedule. Both halves must be equal. The PYSA allows 5 to 10 minutes between halves. Use this flexibility to keep the game on schedule. Call the teams back to the field a little early so they have time to assemble. Do not stop your watch for player injury.

8.) Game Scores, Cards and Incident Reports

Referees are required to keep an accurate record of the games and scores of all games worked. Write the goals down when they occur – not at the end of the game. Make sure team NAMES are accurate (not just uniform color). Write down the full name (first and last) and team name of any person given a yellow or red card, or the person(s) responsible for game abandonment. Use the cards, if necessary! A red card can be given first if the situation warrants it, but a caution usually precedes it. Note any problems that may come up regarding the behavior of a team, coach or any spectator. You must report all incidents in the Referee Report found on www.oregonsoccercentral.com.
9) Game Reports

Referees will be held responsible for reporting the scores of the games that they referee. This is to be done by 5pm the following Monday online. You must file a game report in order to be paid for the game. Report yellow/red cards and game incidents with the scores, so that PYSA may follow up to avoid future problems. Also, report any player, coach, spectator problems, and field conditions.

OFFICIATING POINTS

Players and Officials:

1.) Any player bleeding from a wound must leave the field of play and may not return unless and until the bleeding is stopped. If there is blood in any garment they are wearing, it has to be changed before reentering the field. Of course, such a player must receive a signal from the referee in order to reenter the game.

2.) The term “linesman” has been replaced with Assistant Referee.

Start of Play:

3.) The team that wins the coin toss decides which goal it will attack in the first half of the match. The other team must kick off to start the match.

Ball in Play:

4.) On the kick off and penalty kicks, the ball is in play when it is kicked and moves forward.

5.) On ALL free kicks and corner kicks, the ball is in play when it is kicked and moves.
On direct and indirect free kicks and corner kicks, the ball needs only be kicked and move to be considered in play.

**Goal Scoring:**

6.) A goal may be scored directly from a kick off

7.) A goal may be scored directly from a goal kick

8.) On a penalty kick, the defending goalkeeper must remain on the goal line, facing the kicker, until the ball has been kicked. The goalkeeper is permitted to move his/her feet while remaining on the goal line (i.e., moving sideways). The goalkeeper is not permitted to come off the line by stepping or lunging forward until the ball is in play.

9.) A goal may be scored directly from a corner kick, direct free kick, penalty kick or drop ball.

**Goalkeeper:**

10.) If a goalkeeper holds the ball for longer than 6 seconds the Referee must deem it as time wasting and award an indirect free kick to the opposing team.

11.) The goalkeeper may take unlimited steps in any direction (within the penalty area) prior to kicking or throwing the ball into play. The goalkeeper cannot take more than six (6) seconds while controlling the ball with his hands before releasing it from his possession. The goalkeeper may not touch the ball with his/her hands again (second touch rule) after it has been released from his /her possession until another player outside the penalty area touches the ball. If the goalkeeper violates the six (6) second rule or second touch rule, an indirect free kick is awarded to the opposing team where the goalkeeper was when the violation occurred.

12.) An indirect free kick (IFK) is awarded if a goalkeeper handles the ball after receiving it from a throw-in from his own team. (This rule is intended to compliment and extend the “back
pass” rule). For example, a goalkeeper who controls the ball with his feet directly from a throw-in by his own team and who then, with no intervening play of the ball by anyone else, proceeds to handle the ball has committed an offense and must be penalized with an IFK for the opposing team. This restriction does not apply if an opponent of the goalkeeper performs the throw-in, nor does it apply if the goalkeeper does not handle the ball.

Corner Kick:

13.) On corner kicks, the ball is placed inside the corner arc at the nearest corner flag post. The ball must always be inside or touching the lines enclosing the corner arc area.

Player and Coach Conduct:

14.) Unsporting behavior has replaced “ungentlemanly conduct” as a cautionable offense.

15.) Failing to respect the required distance when play is restarted and delaying the restart of play have become cautionable offenses.

16.) Using offensive, insulting or abusive language has replaced “foul and abusive language”.

MODIFIED SOCCER LAWS FOR PYSA

The following list identifies the PYSA variations and refinements of the Standard Laws of Soccer for full-sided soccer games. They are numbered to correspond to the soccer law they modify or enhance. PYSA follows the Seventeen FIFA Laws of the Game with the following modifications.

Basic Soccer Facts Chart by Age

Age Game Ball Size Game Time Goal Size Field Size Goalie

U6 Kindergarten players play within their club or within a regional micro program
U7 3v3  #3 40 minutes 4 x 5 pop-up goal 30 x 20 yards NO
U8 4v4  #4 40 minutes 4 x 5 pop-up goal 40 x 30 yards NO
U9 7v7  #4 50 minutes 6 x 18 feet 55 x 40 yards YES
U10 7v7  #4 50 minutes 6 x 18 feet 55 x 40 yards YES
U11 9v9  #4 60 minutes 8 x 24 feet 70 x 50 yards YES
U12 9v9  #4 60 minutes 8 x 24 feet 70 x 50 yards YES
U13 11v11 #5 70 minutes 8 x 24 feet 110 x 70 yards YES
U14 11v11 #5 70 minutes 8 x 24 feet 110 x 70 yards YES
HS 11 v 11 #5 80 minutes 8 x 24 feet 110 x 70 yards YES

Law 1 – The Field of Play- The chart above lists the maximum recommended field size and the desired goal size for each age group. The Portland area has a wide range of field sizes and the PYSA attempts match the teams in an age group with the appropriate size field based on availability. Ensuring the safety of the field is a shared responsibility and should be done when first arriving at the field. Any unsafe field conditions that are not correctable before the game should be immediately reported to the PYSA office and the scheduled game abandoned (not played).

Law 2 – The Ball- See the above chart. U9-U12 teams play with a #4 size ball. U13-U14 teams play with a #5 size ball. Normally the home team is responsible for providing the game ball. However, both teams’ captains may agree to choose the visiting team’s ball if they determine it to be a better ball.

Law 3 – Number of Players and Substitution- The chart above lists the number of players on the field and the maximum team roster size by age group. At U11 and older the minimum number of players for a game is seven (7) per team. The players must have the referee’s permission to both enter and leave the field of play. Violation of this law is a cautionable offense. Some additional rules regarding players are:
**Player Age**- Players must play on a team proper for their grade in school. Younger children may play on older teams but this is not recommended. Children who have special requirements to play on a team younger than their school age must apply for and be granted a special waiver from the PYSA Board.

**Playing Time**- All players are entitled to play at least on half of each game for which they suit up. The PYSA understands that failure to practice; disciplinary action, sickness or injury might be cause for an individual to play less.

**Substitution Rules**- Substitutions shall be unlimited as far as the number of players and may be made, with the consent of the referee, on any dead ball.

Any player receiving a yellow card (official caution) must leave the game before play resumes. Another player may be substituted for that player. The cautioned player may reenter play at his/her team’s next substitution opportunity. Substitution is not allowed for a player receiving a red card.

When a player is bleeding or has an open wound or excessive blood on his/her uniform, he must leave the field immediately, and can return only when the bleeding has stopped, the wound is covered, and/or he has a clean uniform. The player may return at the next legal substitution opportunity.

**Law 4 – Player Equipment**- All players on the field must wear shin guards, covered by socks, and PYSA approved soccer shoes (See PYSA Shoe Policy). All players on the field must be attired in matching jerseys, except goalkeepers, who must wear colors that distinguish them from all other players on the field. In case of a color similarity the home team will change or reverse jerseys. No type of earrings, watches, rings, necklaces, bracelets, wristbands, or casts may be worn during the game play and should not be worn during practice. Hair bands, if used, must be elastic. No tape! No exceptions! Other articles, which in the opinion of the referee may endanger the player or other players, are also not allowed. *Medical Alert Bracelets: may be
worn, preferably taped.

Law 5 – Referee- For U9 teams the referee will try to provide a clear description and in some cases a demonstration of the reason a player was called for an infraction of the rules. If a player appears seriously injured, i.e.: head injury or kick to the shins, stop the game immediately. Motion the coach onto the field to get player. After stopping play for an injury, restart the game with a drop ball if the ball was in play at the time you stopped the game; if the ball was out of play, restart the game with the appropriate action: throw-in, goal kick, or corner kick. The PYSA referee has full authority to enforce the Laws of the Game for the match to which he/she has been assigned.

Law 6 – Assistant Referee’s (AR’s) - The PYSA provides referees, but not assistant referees. The referee will ask each team to provide a volunteer assistant referee to help make out of bound calls. Their primary duty will be to raise the flag to let the referee know when the whole ball completely crosses the outside edge of the touch line, and to call out the color of the team that will take the throw in. The referee has final say on who will throw the ball in. Assistant Referees are not to signal/call offside or fouls. The referee will provide assistant referee flags. The AR’s primary responsibilities are to indicate (subject to the final decision of the referee): When ball is out of play Which side is entitled to a corner kick, goal kick, or throw in When a substitution is desired

Law 7 – Length of Game – Refer to the chart. Game time is equally divided into two halves with a 5-10 minute break in between. The length of game may need to be shortened because of a late start, etc. In such case, two equal periods will attempt to be played. Conversely, additional time is normally not added for time lost due to injury, penalties, substitution, time wasting, etc.

Law 8 – The Start and Restart of Play- The visiting team
always calls the coin flip. The team that wins the coin toss decides which goal it will attack in the first half of the match. The other team must take the kickoff to start the match.

A drop ball will restart the play in the following circumstances:

(1) After an injury (when the ball was in play when play was stopped).

(2) When play was stopped because of a dog interfering with play.

(3) Whistle blown by mistake by the referee (inadvertent whistle).

**Law 9 – The Ball In and Out of Play** - The ball is out of play when:

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

**Law 10 – The Method of Scoring** - A goal is scored when the whole of the ball passes over the goal line, between the goal posts and under the crossbar, provided that the team scoring the goal has committed no infringement of the Laws of the Game previously.

**Law 11 – Offside** - Offside and offside position are different terms. It is not a violation of the Law to be in an offside position. An offside violation occurs only when a player in an offside position becomes involved in active play. For any offside offense, the referee will award an indirect free kick to the opposing team from the place where the player was when he was declared offside.

**Law 12 – Fouls and Misconduct** – The following infractions are in addition to the standard soccer fouls and are intended to promote player safety.

Slide tackling, and playing the ball while on the ground when another player is within playing distance of the ball, is not
allowed. For infringement of this rule an indirect free kick is awarded.

No player shall make physical contact with the goalkeeper, or attempt to play the ball once the goalkeeper has control of the ball (defined as contact between any part of the goalkeeper and the ball) and to any degree whatsoever within the penalty area. Infringement of this rule is defined, as “dangerous play” and an indirect free kick shall be awarded.

Intentional charging of a goalkeeper is defined as violent conduct. Infringements of this nature require the ejection of the guilty party and a direct free kick shall be awarded. Penalize foul play to protect the players’ safety. Trifling or incidental fouls should be dealt with verbally without stopping play.

A direct free kick (DFK) is awarded to the opposing team if a player commits any of ten (DFK) offenses. An indirect free kick (IFK) is awarded to the opposing team if a player commits any of the eleven (IFK) offenses.

**Law 13 – Free Kicks**- For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker may not touch the ball a second time unless it has touched another player.

**Law 14 – The Penalty Kick**- All players other than the kicker and goalkeeper must be behind the penalty arc when the kick is taken.

**Law 15 – The Throw In**- When a throw-in is done incorrectly, the throw-in is awarded to the opposing team. No re-throws are given for throw-ins U9 and older.

**Law 16 – The Goal Kick**- The goal kick is taken from any point within the goal area by a player of the defending team.

*For U9 and U10 play only, goal kick, are taken at the top of the penalty box (vs. the goal area) and is in play when it leaves the penalty area. Defending team MUST be behind*
the half way line until the ball clears the box. The kicker may not play the ball a second time until another player touches it.

Law 17 – The Corner Kick- Opponents must remain at least 10 yards from the ball until it is in play. The ball is in play when it is kicked and moves.

PYSA SOCCER REFEREES

It’s the Referee’s Responsibility to Control and Manage the Game

You control and manage a soccer game by:

1) Pre-game Preparation
   

b. Have uniform and equipment ready and bag packed.

c. Have referee pocket pad completed with team, home/visiting, age level, start time, etc. Do this before arriving at the field.

   d. If unfamiliar with field, get directions before Saturday morning.

   e. Arrive at the field at least 30 minutes early.

   f. Inspect the field- make sure it is safe to play on.

   g. Introduce yourself to the coaches and shake hands. Make sure both coaches clearly hear your name.

   h. Check rosters, either on paper or IPhone.

   i. Inspect the players- make sure uniform & equipment is okay. Nothing dangerous.
j. Ask coaches for assistant referees (AR) volunteers and instruct the AR’s in what you want them to do.

k. Select a game ball—both teams provide a ball.

l. Read Player Code of Conduct to both teams.

m. Coin flip ceremony with team captains...Ask captains to shake hands & introduce themselves. Remember the visiting team always calls the coin flip.

n. Start the game on time.

2) Control methods during the game

a. Fitness- Stay close to the ball at all times. (12 to 18 yards) (You cannot make calls if you do not see them)

b. Voice- talk to the players, issue verbal warnings. Let the players know what they are doing wrong.

b. Listen- listen carefully for coaches requesting substitution and manage the substitution process.

c. Whistle- use short, lighter toots for less serious calls. Use longer, louder toots for more serious calls.

d. Hand signals- display crisp, straight arm signals to communicate your calls to players, coaches and spectators.

e. Cards- issue a yellow card (caution) and/or red card (send off) when appropriate.

f. Temporarily suspend the game- for example, if weather changes present a danger to participants.

g. Abandon the game- if players, coaches, and/or spectators become uncontrollable.
3) After the game

h. Return the ball to the coach.

i. Retrieve your flags from the Assistant Referee and thank them for helping you.

j. Monitor the end of game “handshake.” Watch for unsporting behavior.

k. Report your game scores, field problems, and misconduct’s on line at www.oregonsoccercentral.com

l. Your pre-game preparation begins when your last game ends. Do a self-analysis of your performance. What could you improve in?
RESPONSIBILITIES OF REFEREES

1) Referees do not make the law: Their duty is to act in the capacity of a judge and administer the law.

2) The referee’s job is not to instruct the players in how to play the game; they have to insure that they conduct themselves properly in relation to the laws.

3) THE SAFETY OF THE PLAYERS IS THE #1 RESPONSIBILITY OF THE REFEREE. Secondly they see that neither the players nor the teams take unfair advantage of the opposing players and team.

4) The referees owe their duty to the game and that means the game in the widest sense.

5) The referee has discretionary powers; use them wisely.

6) One duty is to see that the game moves well, and is not subject to undue delay.

7) The referees are not performers; the less obtrusive they are, (given that the game is being played according to the laws and the spirit of the game), the better

8) The carrying out of these responsibilities places certain personal responsibilities on referees: a. They should be physically and mentally fit. Physically, they must be able to keep up with the fastest game. Mentally, they must be alert and on the spot to give their best decisions.

b. Their temperaments must be good. They must be fearless, fair, and firm. They must not be influenced
by demonstrations on the part of players, coaches or spectators.

c. They must be honest and seek to be completely impartial at all times.

9) They must accept these responsibilities. They can delegate certain functions to the assistant referees, but the responsibility is theirs alone.

10) Learn and understand the laws a. Know the 16 and 17 FIFA Laws of the Game as modified by PYSA b. Be absolutely fair and impartial in every decision c. Keep physically and mentally fit d. Remember, constant whistling for trifling, and doubtful violations produces bad feelings and loss of temper on the part of players, and spoils the pleasure of spectators.

11) Practice good communication skills with the players and coaches a. Verbalize your calls b. Give correct arm signals c. Blow the whistle LOUDLY to instruct, command and control

12) Control entry and exit from the field. Players, spectators, or coaches are not allowed on the field of play without the permission of the referee.

YOU BUILD YOUR OWN REPUTATION
A RECIPE FOR SUCCESS

1) Stay with play (12 to 18 yards from the play).

2) Discipline must be administered with care and affection. Leave the players with their dignity.

3) Don't stifle feedback. You will spend more time with players than you will spend with referees. Listen to them and learn. They may not be right but you will learn.

4) Do not lecture the teams before the game.

5) Get the person who did it. Many fouls are done in retaliation. Find out why the player committed the foul.

6) Take the time you need to do your job properly. Don’t rush. Time is on your side.

7) He who runs into trouble gets into trouble faster. Don’t react too fast. Don’t get involved physically. Give them a chance to disengage.

8) Know and enforce the Laws of the game and the PYSA Modified Laws. I.e. The home team’s switch fields at half time at the U9 level.

9) Know and enforce the PYSA rules.

10) Keep in shape.

11) Think like a player.

12) Be at the field 30 minutes before game time
13) Start games on time

14) Dress in a professional manner, and conduct yourself accordingly.

15) Penalize foul play - protect the safety of players. A yellow/red card will be too late if someone gets injured.

16) Use your whistle correctly to indicate seriousness. It shows confidence in yourself and your calls. Use light whistle for simple incidents; use a hard whistle for more serious calls and foul play.

17) Always use arm signals; you help everyone know what’s happening. Indicate direction of throw or kick, place of throw-in, kick type or kick (corner, goal, indirect or direct, etc.

18) Verbalize every call; players and coaches may not see the arm signals.

19) Be consistent in your calls throughout the game.

20) Take time to deal with players, coaches, and spectators causing problems. If you don’t now, chances are they will cause more problems in their next game for you or another referee. Don’t pass problems on to other referees by not dealing with them.

21) Enforce the Offside Rule.
PYSA SOCCER PRIMER

The Game

The game of soccer is played on a level field (the “pitch”) similar to a football field with goals at each end. The size of the field and goal varies depending on the age of the players. Two teams face each other and try to put the ball in the opponent’s goal. The team with the most goals at the end of the game wins.

The Team

U9 teams play 7v7. U9 Goal Kicks may be taken from any point inside the penalty area (vs. the goal area) and is in play when it leaves the penalty area. Opponents must be 10 yards from the kicker. The kicker may not play the ball a second time until another player touches it.

U10 teams play 7v7. U11-12 teams play 9v9. Older teams field a team of 11 players. Each team is comprised of a goalkeeper, defenders, midfielders and forwards. All positions are equally important. All players must develop offensive and defensive skills and every player has the potential to be a scorer. There is no such thing as a fixed space or position in soccer. Players may interchange positions during the game.

Goalkeeper (Goalie): is the team’s last line of defense, whose primary responsibility is to prevent the opponent’s ball from entering the goal for a score. The goalkeeper is the only player allowed to touch or pick up the ball with their hands, and may only do so when the ball is within their own penalty area. The goalkeeper may take unlimited steps in any direction (within the penalty area) prior to kicking or throwing the ball into play. The goalkeeper cannot take more than six (6) seconds while
controlling the ball with his/her hands before releasing it from his possession. The goalkeeper may not touch the ball with his/her hands again (second touch rule) after it has been released from his possession until another player outside the penalty area touches the ball. If the goalkeeper violates the six (6) second rule or second touch rule, an indirect free kick is awarded to the opposing team where the goalkeeper was when the violation occurred.

**Defenders (Fullbacks):** Players who function primarily in the defensive third of the field and whose primary role is to repel attacks on the goal by the opposing team.

**Mid fielders (Halfbacks):** Players who function primarily in the central part of the field and whose main responsibility is to link the defense and the attack.

**Forwards (Strikers):** Players who function primarily in the attacking third of the field and whose main responsibility is to score goals.

**Officials**

The Referee is in complete charge of the soccer game. The safety of the players is the referee’s main concern. The referee is responsible for keeping the time, enforcing the FIFA Laws of Soccer and PYSA rules, stopping and restarting the game for penalties or injuries, cautioning or banishing offenders (including coaches) and ending the game if necessary. All decisions by the referee are final!!

**Assistant Referee**

The referee is assisted by two Assistant Referees (a parent volunteer from each recreational team in the PYSA) who are primarily responsible for indicating when the ball is out of play and which team has the right to put the ball in play again. When you serve as an assistant referee, you are an impartial game official, and must avoid coaching or directing the players on your
team.

Goal

A goal is scored when the whole of the ball crosses the whole of the line between the vertical posts and under the horizontal crossbar. A goal is not scored if another player did not touch the ball after an indirect free kick, or throw in.

Drop Ball

The referee drops a ball between two players (one from each team); to restart the game after play was stopped for a no penalty situation. The ball is dropped where it was last in play or at the nearest point on the goal line if play was stopped when the ball was in the goal box area. The ball must touch the ground before being kicked. **Example of when to restart with a drop ball:**

1) *After an injury (when ball was in play when play was stopped)*

2) *Dog interfering with play*

3) *Whistle blown by referee by mistake*

Kick Off

The kick off officially begins the game at each half and restarts play after a goal is scored. The ball the ball is in play when it is kicked and clearly moves.

The player kicking off must not play the ball again until it is touched or played by another player. Opponents must be at least 10 yards away in their half of the field. A goal can be scored directly from a kickoff.
Goal Kick

A goal kick is taken by any defending player to restart the game when the ball goes out of play across the goal line and was last touched by an attacking player. May be taken anywhere in the goal area. All opposing players must stand outside the penalty area. To be in play, the ball must leave the penalty area before being played by any other player, otherwise the kick is retaken. A goal can be scored directly from a goal kick. There is no offside on a goal kick. All goalkeepers for U9 may be taken from anywhere in penalty area or must be taken at top of penalty area (18 yard line).

Corner Kick

A corner kick is taken by any attacking player to restart the game when the ball goes out of play past the goal line and was last touched by a defending player. Kick is taken in the corner area on the side of the field where the ball went out of play. Opponents must be 10 or more yards away. A goal may be scored directly from the corner kick. There is no offside on a corner kick.

Throw In

The throw in is taken to restart the game after the whole of the ball crosses the outside edge of the touchline. Any member of the team that did not touch the ball takes the throw in last, within one yard of where the ball went out of play. The thrower must face the field and throw the ball with equal strength by both hands, in one continuous motion from the back of his/her head. When the ball is released the thrower must have some part of both feet on the ground on or behind the touchline. When done incorrectly the throw-in is awarded to the opposing team. No re-throws are given for foul re-throws U-9 and older.

Player Substitution

In the PYSA player substitutions are unlimited, as far as the
number of players and may be made, with the consent of the referee, on any dead ball. However, substitutions shall not be permitted to be used as a game-delaying tactic. Referees need to follow these substitution management steps:

a.) Acknowledge the call for substitution with a whistle and verbal command to stop play.

b.) Use the “stop cop” signal to “freeze” the player with the ball.

c.) Players leave the pitch at midfield.

d.) Motion substitutes onto pitch at midfield.

e.) Restart play with a whistle, and verbal command.

Free Kicks

Free kicks are classified under two headings: “Direct” (from which a goal can be scored directly and “Indirect” (from which a goal cannot be scored unless the ball has been played or touched by another player). The player taking a free kick is entitled to have all opposing players stand 10 yards or more from the ball (opposing players may stand on their own goal-line between the goal posts), but may kick the ball without waiting if he/she wishes. The ball is in play when it has been touched and moved. When a player takes a free kick from within his/her team’s - penalty area, all opposing players must also stand outside the penalty area, until the ball has traveled outside the penalty area. The ball must be stationary when kicked and the kicker may not touch the ball a second time, until it has been played or touched by another player. The goalkeeper shall not receive the ball into his/her hands so that he or she may thereafter kick it into play.

Any free kick awarded to the defending team within its own goal area may be taken anywhere within the goal area. Any indirect free kick awarded to the attacking team within its opponent’s goal area must be taken from the top of the goal box at the point nearest to where the offense was committed.
Fouls and Misconduct

A player who intentionally commits any of the following ten penalty fouls shall be penalized by the award of a direct free kick to be taken by the opposing team from the place where the offense occurred, unless the offense is committed in the opponent’s goal area, in which case, the free kick shall be taken from a point anywhere within that half of the goal area in which the offense occurred. Should a player of a defending team commit a penalty foul within the penalty area, that team is penalized by a penalty kick. A penalty kick can be awarded irrespective of the position of the ball, if in play, at the time any offense within the penalty area is committed.

1. Kicks or attempts to kick an opponent.
2. Trips or attempts to trip an opponent.
3. Jumps at an opponent.
4. Charges an opponent in a violent or dangerous manner.
5. Spits at an opponent.
6. Strikes or attempts to strike an opponent.
7. Holds an opponent.
8. Pushes an opponent.
9. Handles the ball, i.e. carries, strikes or propels the ball with his/her hand or arm. The key judgment for this rule is whether the contact was “hand to ball” (foul) or “ball to hand” (no foul).
10. For PYSA, intentional charging of the goalkeeper is defined as “violent conduct”, and requires the ejection of the guilty party.

The award of an indirect free kick to be taken by the opposing
team from the place where the infringement occurred shall penalize a player committing any of the eleven non-penalty fouls.

1. Playing in a manner considered dangerous to others

2. Preventing the goalkeeper from releasing the ball from his hands.

3. Impeding the progress of an opponent.

4. Charging the goalkeeper. The PYSA version of this rule is that no player shall make contact with the goalkeeper, or attempt to play the ball once the goalkeeper has control of the ball (defined as contact between any part of the goalkeeper and the ball) in any manner and to any degree whatsoever within the penalty area.

5. A goalkeeper taking more than six seconds after taking control of the ball with their hands.


7. A goalkeeper touching the ball with his/her hands after it has been directly thrown in to them by their teammate.

8. Offside infractions.

9. Slide tackling or playing the ball while on the ground when another player is in playing distance of the ball. (PYSA Recreation team rule only)

10. A goalkeeper touching the ball with his/her hands after it has been deliberately kicked to him by a teammate.

11. On a free kick (including Kick-off) the player taking the kick touches the ball a second time before another player touches the ball.

**Advantage Rule:** The referee may decide not to stop play if,
in their opinion, the fouled team would be better off if play continues. The referee may still penalize if the advantage does not immediately develop.

Off Side

The offside call is one of the most difficult calls to understand in soccer and is not ordinarily called at the U7 and U8 age levels unless the team is flagrantly violating the rule. Referees are instructed to begin enforcing offside at the U-9 age level.

A player is in an offside position if they are nearer to the opponent’s goal line than the ball, unless (a) the player is in his/her own half of the field, or (b) there are at least two opponents nearer the goal line than they are. This can include the goalkeeper.

Attacking player shall only be declared off-side and penalized for being in an off-side position, if, at the moment the ball touches, or is played by, one of the player’s teammates, the player is, in the opinion of the referee; (a) interfering with player with an opponent (b) seeking to gain an advantage by being in that position.

Attacking player shall not be declared off-side by the referee (a) merely because the player is in an off-side position, or (b) if the player receives the ball directly from a goal kick, a corner kick, a throw in, or when it has been dropped by the referee. Offside shall not be judged at the moment the player in question receives the ball but at the moment when the ball is played forward by one of his teammates. A player who is not in an off-side position when one of his teammates plays the ball or takes a free kick, does not become off-side if they go forward during the flight of the ball.
If a player in his opponent’s goal area commits the offense, the free kick shall be taken from a point anywhere within that half of the goal area in which the offense occurred.

**YELLOW AND RED CARDS**

A player shall be cautioned (yellow card) if he or she:

1.) Enters or leaves the field of play during the game without the referee’s permission.

2.) Persistently infringes upon the Laws of the Game.

3.) Shows by word or action, dissent from any decision by the referee.

4.) Is guilty of unsporting behavior.

5.) Deliberately leaves the field without the referee permission.

6.) Delays the restart of play.

7.) Fails to respect the required distance when play is restarted with a corner or free kick.

The player must leave the field. The player may be replaced by a substitute.

**A player shall be sent off the field of play (red card), if, in the opinion of the referee, he or she:**

1.) Is guilty of serious foul play.

2.) Is guilty of violent conduct.

3.) Uses offensive, insulting, or abusive language.
4.) Receives a second caution in the same match.

5.) Spits at an opponent or any other person.

6.) Intentionally handles in order to deny scoring. (This does not apply to the goalkeeper in his own penalty area).

7.) Denies an obvious goal-scoring opportunity to an opponent moving towards the player’s goal by an offense punishable by a free kick or penalty kick.

Referees shall caution (yellow card) or send off (red card) players and coaches for the offenses listed on the following pages.

After a player caution or dismissal, play is resumed by awarding the opposing team an indirect free kick from the place where the infringement occurred, unless the offense itself would normally result in a direct free kick or a penalty kick, in which case the appropriate kick is taken. The team must play short one player for the remainder of the game.

For PYSA-sponsored events, the referee may caution a coach if the coach does not control the spectators or players. A player or coach receiving a red card is, at a minimum suspended from appearing at the next game and may receive a longer suspension depending on the offense or historical behavior. The referee may abandon the game if the coach, spectator or player does not comply with the order.

Our referees are asked to make their best judgment. They are not expected to be perfect!

**CAUTIONABLE OFFENSES (YELLOW CARD)**

Guilty of unsporting behavior

Shows dissent by word or action

Persistently infringes the Laws of the Game
Delays the restart of play

Fails to respect the required distance when play is restarted with a corner kick or free kick

Enters or re-enters the field of play without the referee’s permission

Deliberately leaves the field of play without the referee’s permission

Upon receiving a yellow card, the player must leave the field. The player may be replaced by a substitute.

**SENDING OFF OFFENSES (RED CARD)**

Is guilty of serious foul play

Is guilty of violent conduct

Denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper in his own penalty area

Spits at an opponent or any other person

Denies an obvious goal-scoring opportunity to an opponent moving towards the player’s goal by an offense punishable by a free kick or penalty kick

Uses offensive, insulting or abusive language

Receives a second caution

Upon receiving a red card the player must leave the field. No player may be substituted for the offending player

**SIGNALS OF THE REFEREE**

*Throw-in* - stand facing the field of play and extend a
straight arm from your side in the direction of the team awarded the throw-in. Also, say "red throw" to better communicate to the players.

**Corner kick** - extend a straight arm at 45 degrees from the side toward the corner from which the kick is to be taken. Also, say, "corner kick" to better communicate to the players.

**Goal kick** - point to the top of the goal box. Also, say "goal kick" to better communicate to the players.

**Penalty kick** - point to the penalty-mark. Also, say "penalty kick" to better communicate to the players.

**Indirect Free Kick (IFK)** - arm straight up (hold until the ball is touched a second time). Also, say "indirect kick."

**Direct Free Kick (DFK)** - straight-arm from the side in the direction of the team awarded the DFK. Also, say "direct kick."

**Goal** - straight-arm toward the center circle.
REFEREE FIELD POSITIONS

**Throw-In**

Be close enough to watch for hand and foot faults (usually even with the thrower, but not so close that you are interfering with play).

**Corner Kick**

Stand at top of penalty area, opposite corner of kick

**Goal Kick**

Stand at the top of the penalty box to one side for younger players (this allows you to see if the ball clears the box before being touched). For older players, you will need to back up to where the ball may land, but not so close that you are interfering with play.

**Penalty Kick**

Stand in the penalty box to the side of the kicker’s path between the penalty mark and the goal line. This allows you to judge if it is a goal and to watch for potential
encroachment by the players.

**Direct Free Kick Indirect Free Kick**

Position yourself close to where the ball may land, but not so close that you are interfering with play.

**Kick off**

Stand outside the circle on the halfway line near one touchline. This will allow you to see if the ball is played forward, touched a second time by the same player, and watch for encroachment.

**Penalty Kicks**

Penalty kicks shall be taken from the penalty mark (see diagram) and when it is being taken all players, except the player taking the kick and the opposing goalkeeper, shall remain on the field of play outside the penalty area and penalty arc and behind the ball. The opposing goalkeeper may move side to side, but not forward on their goal line, between the goal posts, until the ball is kicked.

The player taking the kick must kick the ball forward and may not touch the ball a second time until touched or played by another player. The ball is in play after it has been touched and moved forward. A goal may be scored directly from a penalty kick.

For any infringement of the penalty kick rules by: (a) The defending team, the referee will allow the kick to proceed, but if a goal does not result the kick will be re-taken. (b) The
attacking team, other than the player taking the kick, if a goal is scored it will be disallowed and the kick re-taken. (c) By the player taking the penalty kick, committed after the ball is in play, an opposing player shall take an indirect free kick at the point where the infringement occurred.

22

**PYSA SHOE POLICY**

To assure the safety of the children playing soccer, it is PYSA policy that no child will be allowed to play without soccer shoes. This proper shoe being plastic molded or standard length, rubber studded soccer shoes, or soccer turf shoes (for hard, dry fields).

The following are BANNED from use:

**ALL TENNIS SHOES BASEBALL SHOES** - Tennis shoes have no studs and these shoes can be dangerous and result in serious injuries from falls.

**ALL METAL STUDS DEEP-CLEATED** - Even though these may have molded cleats, baseball cleats are long, square, and possibly sharp, and can be harmful if someone is stepped on or kicked.

**ALL METAL STUDS** - Sharp metal studs can cause serious injuries.

**DEEP-CLEATED** (Football shoes, or any shoes with long studs)

**ALL METAL SPIKE SHOES** (Baseball shoes, Track shoes, Golf
This policy applies for all PYSA recreational practices and games, including fall and spring seasons including those played by classic teams (spring season). The decision of all PYSA referees at the game field as to the acceptability of a player’s shoes is final. Disagreements with a referee’s decision may be appealed to the PYSA Administrator through the club president, but such appeals shall be effective only for games after the time when they are decided. All PYSA referees are authorized to make decisions on the field as to the acceptability of a player’s shoes.

PORTLAND YOUTH SOCCER ASSOCIATION
DISCIPLINARY POLICY

Standard Penalties for Players and Coaches:

1. **CAUTION**: (yellow card) - any player receiving a yellow card must leave the field immediately before play resumes and may not re-enter until his/her team’s next substitution opportunity. Another player may replace the cautioned player. In PYSA games, the referee may caution coaches.

2. **EJECTION**: (red card, send off) - any player sent off the field shall be disqualified from further play during the game AND shall receive a minimum subsequent one game suspension. No substitution may be made for a player sent off. In PYSA games, coaches may be sent off. They must leave the field surroundings immediately AND are prohibited from participation at the team’s subsequent game.

Portland Youth Soccer Association will review ALL cards and additional penalties may be imposed.