

## Referee Rule Details for the AYS In-town Grade 2/3 Program

This page summarizes the differences between the full FIFA Laws of Soccer vs those used by the AYS In-town Grade 2/3 recreation league. It only attempts to show how the rules of the competition do not follow the standard FIFA rules. Other than these exceptions, the FIFA rules apply.

### Grade 2/3 In-town program (2nd & 3rd graders):

NOTE: All games must start on time! It is the referee's responsibility arrive at least **15 minutes early** to inspect the field, corner flags and goals, then check-in the teams and whistle them onto the field **2-minutes** before the posted start time so you can start the game **right on time**.

#### Rules that differ from regular soccer:

- 7v7 small sided format – this includes goalkeepers
- 4 player minimum required to play (including goalkeeper)
- Ball size: #4

- **25 minute halves with 5 minute halftime break**

- Unlimited substitution on ALL throw-ins, ANY goal kick, after goal, and start of half – BUT, the coach must ask for subs and wait for you to acknowledge before sending players in.
- Allow players one (1) re-take for foul throw-in (after instructing them on proper technique)
- Opposing players must stand back at-least 8 yards from free kicks / corner kicks

- **With the INTOWN ALL FOULS will result in Indirect Free Kicks (IFKs) - EVEN those that occur in the penalty area!**

- **With the INTOWN program: NO Penalty kicks (PKs) are to be awarded.**

**IFK/DFK/PK Explanation:** These last two changes are **very** important and I want all Referees to understand and apply them accurately:

*"ALL FOULS in Grade 2/3 Intown will now result in an Indirect Free Kick (IFK)"*

This means that when you whistle \*any\* foul (IFK or DFK offense), the restart will ALWAYS be an Indirect Free Kick.

*"No PKs in Grade 2/3 Intown"*

This means that when you whistle \*any\* foul (IFK or DFK offense) that occurs in the Penalty Area, the restart will ALWAYS be an Indirect Free Kick (IFK). What's more, for the resulting IFK the ball will be placed on the line marking the Penalty Area nearest to where the foul occurred.

- On GKs, the opposing team must back-up past the mid-line (on their own side of the field). See full details on the new GK rule at the end of this document.
- No heading or attempting to head the ball, if so results in IFK against the player. See full details on the new 'no heading' rule at the end of this document.
- Goal kicks **not** allowed past midfield in air (ball must touch your side of field before crossing)
- No keeper distributions past midfield in air (ball must touch your side of field before crossing)
- No offside rule at this level
- No slide tackles allowed (whistle for a foul if a player does this to another player)

## New Referee Keys to the Game (the basics):

Here's what you need to concentrate on to become a great Referee -

**POSITION** – A referee needs to **stay near play** (but stay out of the way). If you're not near the play you can't see what's happening. If you can't see what's happening, you can't call fouls. If you're too close then you're in the way. Move with the play.

**SEE THE ACTION** – Once the game starts it's fast moving action. **Notice what's happening!** It's up to you to judge what's fair and what's foul.

**MAKE THE CALL** – Whistle as **LOUD** as necessary to get the players attention to stop play!

- Ball goes **all the way** over the touch line or goal line – stop play for a throw-in or GK / corner kick
- Player handles the ball intentionally – whistle to stop play for a free kick
- Player holds, pushes, kicks, or trips player (even unintentionally) whistle for a free kick
- Player plays dangerously (high boot/kick or playing ball from the ground – whistle for a free kick

**USE GOOD HAND SIGNALS** –

- For throw-ins, point the direction for the throw. You can also say "Blue throw-in!" while pointing.
- For fouls, point the direction of the kick.
- Examples:



Direction of throw-in or kick



Indirect free kick

## **AYS adopts 6v6 goal kick rule:**

**Effective 2013:** Goal kicks shall be taken from within six yards of the goal line. 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.

**Commentary:** This rule is designed to encourage playing out of the back where the team in possession can put the ball in play without having all the players lining the penalty area in the case of the younger and/or lower leg strength players. All other rules are intact (the ball must exit the area before it can be played, team in possession may be anywhere on the field etc). The goal kick is still a substitution opportunity for either team so the referee should check for the presence of substitutes and allow the substitution to occur if either team wishes. The referee should make sure the non-possession team is beyond half prior to allowing the ball to be put in play after the substitution. If no substitution is requested, the referee should encourage the opposing players to retreat and if requested by the team in possession ensure the non-possession team is in the defensive half before whistling for the restart.

## **AYS Adopts 'No Heading' Rule:**

**Effective Spring 2016:** In U12 and younger play, if in the opinion of the referee, a player deliberately heads or attempts to head the ball, an indirect free kick (IFK) is awarded to the opposing team. If that deliberate header or attempt to head occurs within the goal area, the indirect free kick will be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If, in the opinion of the referee, a player does not deliberately head or attempt to head the ball, then play should continue.

Essentially, we're to treat heading/attempting to head as Dangerous Play, unless it is deemed unintentional, in which case we let it go.