

REFEREE POCKET GUIDE FOR REC / CLINIC SOCCER

Common Rules for All Rec / Clinic Leagues

- Games must start on time – so referees **MUST** arrive 15 minutes before the start of their game.
- Referees **MUST** wear their referee shirt supplied by WT Soccer and bring their own whistle and timer.
- About 5 minutes before the start of the game, referees will line up the players and make sure that each player has shin guards, socks that cover their shin guards, and plastic cleats (no metal cleats are allowed, but players can wear sneakers if they forgot their cleats). No jewelry of any kind is permitted.
- Only a Size 3 ball is allowed.
- The referee **MUST** blow their whistle loud and hard at each stoppage.
- No scores are kept or recorded in Rec / Clinic soccer. There are no standings or playoffs. These games are for fun!
- Referees will encourage a “Let them play” approach to the game. This means that play should continue for any **minor** infractions that may occur. An example of a minor infraction would be an accidental or inadvertent hand ball.
- The referee shall explain all **major** infractions to coaches and players. An example of a major infraction would be if a player deliberately picks up the ball with their hands during play; or if a player is overly aggressive towards another player by pushing, shoving, or tripping.
- Unlimited substitutions can be made at any stoppage.
- No goalies / keepers are allowed to block the nets.
- In order for a ball to be “out of bounds”, the entire ball must cross over the line. If the ball only touches the line without going fully past the line, then play continues! The same rule applies for goals being scored – the entire ball must cross over the line.
- No offsides will be called, no penalty shots are awarded, and no head balls are allowed.
- All free kicks are considered direct kicks.
- The referee’s timer continues to run at all times throughout each quarter.
- If a player gets injured, the referee will stop the game immediately and call the coach onto the field to tend to the injured player. The timer continues to run. The referee will not tend to an injured player.
- A GOAL Kick is awarded to the defending team when the attacking team kicks the ball out of bounds past their opponent’s goal/end line. A goal kick is taken roughly 2-3 yards beyond the goal/net and the opposing team must back up a minimum of 5 yards during a goal kick.
- A CORNER Kick is awarded to the attacking team when the defending team is the last one to touch the ball before it goes out of bounds past the goal/end line. The defending team must back up a minimum of 5 yards from the ball during a corner kick.

U5 and U6 Specific Rules (Hurffville and Wedgwood Schools)

- Plays a **3 v 3** format and Coaches **are allowed** on the field.
- Four individual **10-minute** quarters with a running clock.
- There is a **3-minute break** between quarters 1 & 2 and 3 & 4; and a **5-minute halftime break**.
- No throw-ins allowed; only “kick ins” are permitted to restart play when a ball goes out of bounds past the sideline. Opponents must stand at least 4 yards away from the kick-in.

U7 Specific Rules (Birches School)

- Plays a **4 v 4** format and Coaches are **NOT** allowed on the field.
- Four individual **12-minute** quarters with a running clock.
- There is a **3-minute break** between quarters 1 & 2 and 3 & 4; and a **5-minute halftime break**.
- Players can either Throw-In or Kick-In to restart play when a ball goes out of bounds past the sideline. If a player attempts a throw-in, then proper technique should be attempted. Specifically, the player must throw the ball from behind their head using both hands and they must keep both feet on the ground while throwing. The referee shall stop play & explain bad throw-ins to players and allow them one more attempt and play will continue regardless if the second attempt is good or bad.