

BYS Referee Procedures

1. Welcome / Introduction

2. Overview / weekly process

- 2.1. Sign up online - Saturday evening, spots are taken quickly so get there early
- 2.2. Referee game(s)
- 2.3. Get paid at snack bar

3. Expectations

- 3.1. Show up on time.
 - 3.1.1. On time = 15 minutes before game starts = leave home 30 minutes
 - 3.1.2. In uniform = referee shirt, black shorts/pants, black socks, black cleats
 - 3.1.2.1. cold weather = black jacket, hat, gloves
 - 3.1.2.2. no hoodies
- 3.2. Work
 - 3.2.1. You are being paid to referee, not to just be on the field
 - 3.2.2. Be active, be engaged
 - 3.2.3. You are there for the players, not the coaches, not the parents.
 - 3.2.4. Number 1 priority = SAFETY**
 - 3.2.5. Number 2 priority = Fairness

4. Before the game

- 4.1. Be at snack bar 15 minutes prior to game time
- 4.2. Double-check your assignment; you might have been moved.
- 4.3. Get your game ball, or confirm it's already at the field

5. At the field

- 5.1. Be at the field 5-10 minutes prior to game time
- 5.2. Say hello to coaches
- 5.3. Check-in the players
 - 5.3.1. No jewelry, except medical bracelets, which must be taped down
 - 5.3.2. No earrings, no exceptions. Cannot cover with tape/bandaid.
 - 5.3.3. No casts
 - 5.3.4. Uniform jersey
 - 5.3.5. Goalkeeper must have shirt of a different color, or pinney.
 - 5.3.6. Shin guards, under socks
 - 5.3.7. Sneakers or cleats. No baseball shoes with toe cleat (SAFETY).

6. During the Game

- 6.1. Be ready, right away, as soon as play begins
- 6.2. Be alert for fouls, especially slide tackling, tripping and pushing. If you see a foul, or something that looks like a foul - call it. It is better to be SAFE than sorry.
- 6.3. Use hand signals - coaches / parents on the other side of the field want to

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know what the call is

- 6.4. Coach the players, help them have fun
 - 6.4.1. Explain your call to the players if they don't understand
 - 6.4.2. Instruct them on throw-ins, allow a do-over
- 6.5. **BLOW YOUR WHISTLE** - young players don't always stop at the whistle
- 6.6. Kick-off
 - 6.6.1. To start play, the ball is kicked and moves forward; the kicker does not touch the ball a second time until it has touched another player. Allow a do-over.
- 6.7. Ball out of play along the touch line
 - 6.7.1. Successful throw-in - using both hands from behind and over the head, with both feet on the ground
 - 6.7.2. Substitution allowed by team with possession, and also by opponent if the team with possession is substituting.
- 6.8. Ball out of play along the goal line
 - 6.8.1. If last touched by an offensive player - goal kick
 - 6.8.2. If last touched by a defensive player - corner kick
- 6.9. Goal kick
 - 6.9.1. All opponents must return back to the halfway line.
 - 6.9.2. Ball must clear the penalty area before being touched by another player.
 - 6.9.3. **2nd grade only** - ball is in play as soon as it is kicked, does not need to clear penalty area.
- 6.10. Positioning
 - 6.10.1. Make sure you are in position - generally slightly behind play, where you can see the action as it is happening, and also anticipate where it will be next.
 - 6.10.2. Usually you want to be between the 2 penalty areas, not too far outside, and not too far downfield.

7. Fouls

- 7.1. The following infractions will result in a DIRECT KICK (a kick that can go directly into the opponent's goal without having to be touched by another player). The kick is awarded from the spot of the infraction.
 - 7.1.1. Kicking or attempting to kick an opponent
 - 7.1.2. Tripping or attempting to trip an opponent

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- 7.1.3. Jumping at an opponent
- 7.1.4. Charging an opponent
- 7.1.5. Striking or attempting to strike an opponent
- 7.1.6. Pushing an opponent
- 7.1.7. Tackling an opponent
- 7.1.8. Holding
- 7.1.9. Spitting
- 7.1.10. Handling the ball with hands or arms (except for the goalkeeper within his/her own penalty area)
- 7.1.11. Serious foul play
- 7.1.12. NOTE: ANY OF THE ABOVE INFRACTIONS COMMITTED BY THE DEFENSIVE TEAM INSIDE THE PENALTY AREA WILL RESULT IN A PENALTY KICK FOR THE ATTACKING TEAM.

7.2. The following infractions will result in an INDIRECT KICK (a kick that must be touched by another player before going into the opponent's goal). The kick is awarded from the spot of the infraction.

- 7.2.1. Dangerous play
- 7.2.2. Impeding the progress of an opponent
- 7.2.3. Goalkeeper in own penalty area:
 - 7.2.3.1. controls the ball with hands more than 6 seconds
 - 7.2.3.2. touches the ball with hands after releasing it
 - 7.2.3.3. touches the ball with hands after it has been deliberately kicked to him by teammate
 - 7.2.3.4. touches the ball with hands after receiving it directly from a throw-in by teammate
- 7.2.4. Any other cautionable offense

7.3. If you see a foul, or something that looks like a foul - call it, blow your whistle. It is better to be SAFE than sorry.

8. Points of emphasis

- 8.1. Use your "outdoor voice"
- 8.2. Use hand signals
- 8.3. BLOW YOUR WHISTLE LOUDLY
- 8.4. See rules at <https://www.braintreeyouthsoccer.org/bys-staff/referees>

9. After the game

- 9.1. Return the game ball to the snack stand, or give it to the next referee. Do not leave it unattended.
- 9.2. Return to snack bar to get paid.