



INDOOR SOCCER
REFEREE MANUAL

Welcome Kitchener SC Match Officials,

Thank you again for your help this season. You are one of the reasons we are able to deliver our outstanding program. Please consult this manual for information about receiving games, reporting scores, league rules, and important contact info. Enjoy your games!

Rodney Kooy

Head Referee

CONTACT INFORMATION

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REFEREE & TIME KEEPER FEES

AGE GROUP	FEE
U 7/8	\$25
U 9/10	\$30
U 11/12	\$40
U13/14	\$50
U15-18	\$55
TIMEKEEPER	\$20

SUMMARY OF INDOOR LAWS AND SPECIAL BUDD

PARK RULES

1. There are no off-sides in the indoor game.
2. Slide tackling is not permitted.
3. Shoes must be clean. Shin pads are mandatory.
4. Size 4 ball for U12 and younger. Size 5 ball for U13/14 and older.
5. Game length- 10 min warm up, 2 x 20 minute halves, 3-5 minute halftime
6. All U12 and younger games use a buzzer every 4 minutes to substitute. Play restarts with a goal kick in the half where the ball was located or the restart that was going to take place when the buzzer rang.
7. U13 and older may substitute during live play. Players going on must wait until the player going off is at least 1 metre from the bench. They should use the doors to enter and exit the field. They are discouraged from jumping over the boards.
8. Flip a coin before the game to determine which team begins the game with the ball.
9. Do not change sides after halftime. Teams stay on the same side for both halves.
10. All free kicks are indirect. The only free kick that is direct is a penalty kick.
11. The restart after a penalty kick is a goal or a goal kick. A missed penalty kick or a saved goal kick is NOT a live ball at Budd Park.
12. The kick off to begin a half or after a goal may be played in any direction. A goal may NOT be scored directly from a kickoff.
13. A goal may NOT be scored *directly* from a free kick, kick off, corner kick or kick in. A goal scored directly is disallowed and the restart is a goal kick.
14. A ball out of play results in a goal kick, corner kick or kick in.
15. Kick ins occur 1 metre from the boards at the spot the ball went out of play.
16. Corner kicks are taken from the white dots in the corners of the field.
17. There is no retreat line in indoor soccer.
18. A yellow card results in a 2 minute penalty. A red card is a dismissal, along with a 5 minute penalty, to be served by another member of the offending team. A 2 minute offense committed by a goalkeeper may be served by another player who was on the field. 2 yellow cards= dismissal.
19. Cards should only be used for age divisions U11 and older. If there is misconduct by a player in U7/8, U9 or U10 please speak to the coach and request that the player be subbed off the field for a cool down.
20. Fouls and misconducts are the same as outdoor soccer- kicking, tripping, holding, etc.
21. No form of rough play is permitted along the boards. This includes all pushing, riding a player into the boards, body checking, etc.
22. Consult the chart below for the max and min number of players required on the field for each age division.

23. All players need to remove their jewellery or they are not permitted to play. Medical bracelets are the only exception. *Note- our club makes an exception to allow players to wear religious bracelets around the wrist, provided they are taped securely and covered.
24. Players are permitted to wear track pants/sports pants. They still need to wear shin pads.
25. Players in U7-U10 age groups may not intentionally head the ball. The restart for this is an IDFK for the opposing team or a PK if it occurs in defensive team's penalty area.
26. Any ball that hits the ceiling netting results in an IDFK for the team that did not touch the ball last. If the ball hits the ceiling netting above the penalty area of a defensive team and the ball last touches the defensive team, the attacking team's IDFK is taken from the top of the penalty area.
27. Timekeepers for U13+- show score on scoreboard up to a 6 goal difference. Stop adding goals if the difference becomes 6 or more.

REFEREE INFORMATION SHEET

1. All referees should know and understand the indoor rules of the game, as well as be familiar with specific Kitchener club rules.
2. Use your refcentre account to keep your availability up to date for the current season. Please enter your availability on the refcentre calendar.
3. The referee scheduler will appoint all game officials via email. Please accept or decline games asap (within 24 hours of receiving the offer) and keep assignments.
4. Keep track of your game appointments and schedule.
5. Any accepted games are the referee's responsibility. The referee scheduler MUST have at least 48 hours advance notice from all referees for any changes or cancellations.
6. Payments for games will be paid by monthly cheque, as per club policy.
7. Prepared game sheets for U13+ are in a folder in the time keeper booth. Game sheets need to be completed and submitted immediately after the game. Place them in the completed game sheets folder in the timekeeper booth. Note- there are no game sheets for U12 and younger.
8. Arrive on time to prepare yourself for the game.
9. The game ball can be collected from the city booth in the field area. Return the ball to the city attendant when your games are complete.
10. Wear a proper referee uniform with badge and appropriate shoes. Carry cards (yellow and red) for U11 games and older.
11. Coaches should hand you their completed game sheets before the game and must sign the sheets after the game. (U13+)
12. It is the responsibility of the referee to ensure the game sheet is properly filled out. The timekeeper can assist with this.
13. Record your game score in the email you receive from our scheduling program when you arrive home after your game. It is necessary for you to enter your game score in order for you to get paid for the game. Remember to enter scores with a maximum of a 6 goal difference. ie. a 10-0

score gets entered as 6-0. *Note- all games in 11/12 divisions and younger are recorded as 0-0 scores.

14. Time keepers are discouraged from using devices (tablets, phones, video games, etc.) during their timekeeping shift. It is expected they pay attention to the game to record info on game sheets, properly set time, display correct score, etc.

INDOOR SUMMARY CHART FOR ALL DIVISIONS

	U 7/8, U9/ U10	U11/U12	U13/14	U15+
Restart after ball out of play on touch line	Kick in	Kick in	Kick in	Kick in
Substitution rules	Buzzer every 4 minutes	Buzzer every 4 minutes	"On the fly" anytime (except for GK)	"On the fly" anytime (except for GK)
Number of players per team on field	6 for U7/8 (half field games) 8 for U9/10	7	7	6
Minimum number of players a team needs to play	4	4	4	4
Discipline	No cards, talk to coach	Cards if necessary	Cards if necessary	Cards if necessary
Size of ball	4	4	5	5
Offside	no	no	no	no
Retreat line	no	no	no	no
Headballs Permitted	no	yes	yes	yes
Free Kicks	All indirect, except PK	All indirect, except PK	All indirect, except PK	All indirect, except PK
Length of games	2 x 20 minutes, no extra time or added time	2 x 20 minutes, no extra time or added time	2 x 20 minutes, no extra time or added time playoff games only- penalty shots with 3 shooters to break a tie	2 x 20 minutes, no extra time or added time playoff games only- penalty shots with 3 shooters to break a tie
Scores kept and reported	no	no	yes	yes