

LAW 5 – Referees



REFEREE SYSTEM

- It is the SAYArea's responsibility to decide the system of refereeing to be used within their SAYArea:
- The standard and most commonly used refereeing system in SAY Soccer is the “Two Referee System” (two whistles) with each Referee having equal authority.
- In the small-sided 7v7 Passers (U-8) and Wings (U-10) games many SAYAreas typically use the “One Referee System” (one whistle).
- The “Diagonal System” using one Referee (with whistle) and two Assistant Referees (without whistles) is generally used in the older more contentious SAY matches.

NUMBER OF REFEREES



- At least one referee shall be assigned to officiate each game.
- In a two-whistle system each Referee has equal and independent authority:
 - to make decisions,
 - to whistle for infractions and stop play,
 - to impose sanctions for misconduct (caution and/or send-off),
 - and as such, neither Referee has the power to over-rule decisions made by the other Referee,
 - except, by mutual agreement made before the game, only one of the Referees will act as the official timekeeper.
- In the Diagonal System the Referee has sole authority and may decline to accept an Assistant Referee's signal.

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SMALL-SIDED 7V7

- A Referee's responsibility is to keep the game safe, fair and fun for all involved in accordance with the **Laws** and "spirit of the game".
- In small-sided Passers (U-8) and Wings (U-10) matches, it is recommended that all infractions be briefly explained by the Referee to the offending player.
- In the Passers (U-8) division Referees are especially discouraged from issuing cautions or ejections (yellow or red cards).
 - The Referee should talk to the player (and/or the coach) in an attempt to resolve any misbehavior by the young player.

REFEREE AUTHORITY



- A Referee's responsibility is to keep the game safe and fair by using their authority to stop play for any infringements that are not in accordance with the **Laws of the Game** and "spirit of the game".
- The power of penalizing shall also extend to offenses committed when play has been temporarily suspended, the ball is out-of-play, between periods, etc.
- The Referee's decision on points of fact shall be final, including whether a goal was scored or not.
- A Referee may reverse a decision only as long as play has not been allowed to restart.
- A Referee's decision may not be changed, once the Referee has signaled the end of a period, e.g. between periods or after the game.
- Games should be played with as little interference as possible.
- It is the duty of the Referee(s) to penalize only deliberate breaches of Law.
- Constant whistling for trifling and doubtful breaches produces bad feeling and loss of temper on the part of the players and spoils the pleasure of the spectators.
- If the "advantage" clause has been applied and the advantage that was anticipated does not develop at that time, the Referee shall penalize the original offense.
- Games may not be forfeited by referees.
- Conditions indicating a possible forfeit must be reported to the SAYArea or District Representative for decision.
- If a player(s) or players, either on the same team or opposing teams, simultaneously commit two infractions, one of which calls for indirect free kick (IFK) and the other of which calls for a direct free kick (DFK), the restart shall be a DFK.
- If two players from opposing teams simultaneously commit two infringements, each of which calls for the same type of free kick (IFK or DFK), the Referee, exercising a reasonable discretion may either:
 - allow play to continue, or
 - stop play, admonish, caution or eject both players as may be appropriate, and
 - restart the game appropriately, in accordance with **Law 8-7**.

POWERS AND DUTIES

- The Referee shall:
 - Enforce the Laws
 - Refrain from penalizing in cases where doing so would be giving an advantage to the offending team.
 - Act as the official timekeeper.
 - Have the authority to stop the game for any infringement of the Laws and to suspend or terminate the game if weather conditions or actions of spectators or players indicate that a stoppage is necessary.
 - 1) A Referee may refuse to start a game, or may stop it once play has started, if in the Referee's judgment, the conditions of the field or its equipment is such as to endanger the players.
 - 2) In the event of a storm, play must be stopped and suspended until the danger has passed using the following minimum criteria:
 - a) The sighting of lightning flash or the hearing of the sound of thunder shall be reason enough to stop and suspend a game, and
 - b) Play shall not be resumed prior to 30-minutes after the last sighting of lightning or the last sound of thunder is heard.
 - Caution and show a yellow card to any player guilty of misconduct.
 - Eject, and first show a yellow card followed by a red card to the player who persists in misconduct.
 - Eject, and show red card to any player who is guilty of:
 - 1) violent conduct,
 - 2) serious foul play, Or
 - 3) the use of offensive, insulting or abusive language
 - Any ejection should be reported promptly to the league administrator.
 - Allow no one other than the active players and Assistant Referees to enter the field without permission.
 - Stop the game if a player is injured, but not during a drive on goal unless the injury appears to be serious.
 - 1) The nearest official is obliged to quickly check the condition of the injured player.
 - 2) The Referee need only have reasons to believe that a player is seriously injured to stop the game, even if there is a drive on goal.
 - The Referee will ensure that any player bleeding from a wound leaves the field of play.
 - Signal for the restart of the game after any stoppage.
 - 1) A free kick (IFK or DFK) may be taken as soon as the ball is properly placed, without a whistle.
 - 2) The Referee may delay such a "quick" free kick and restart with a "ceremonial" free kick at their discretion.
 - 3) The signal for a "ceremonial" free kick restart requires the use of the whistle.
 - 4) A signal with the whistle need not be given after a substitution.
 - 5) A signal with the whistle shall be given after an extended time out.
 - 6) A signal with the whistle must be given for the taking of a kick-off or penalty kick.

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- Restart the game appropriately, in accordance with **Law 8-7:**
 - 1) after an injury (no foul having been committed); or
 - 2) after unresolved referee decisions (such as when the Referee blows their whistle by mistake); or
 - 3) after any stoppage of play due to the condition of the field, its equipment, or the elements, but only
 - 4) after such conditions are remedied or the danger passed to the satisfaction of the Referee; or
 - 5) when the Referee is uncertain which team last touched the ball prior to it going over the Touchline or goal line (but not between the goal posts).
- Use appropriate hand signals to indicate to players how they need to restart play.
- Approve any balls to be used in the game.

COACHES

- During the course of the game, all coaches may coach their players from the Touchline, subject to the following:
 - Coaching shall be limited to verbal communication with the players of the coach's team by the coaches of that team.
 - Megaphone, bullhorns, etc. may not be used.
 - No coaching or comments shall be directed at players or coaches of the opposing team.
 - All coaches must remain on the side of the field where the team's substitutes are situated, and
 - 1) if both teams are on the same side, between the half-way line and the 18-yard line.
 - 2) if the teams are on opposing sides, between the 18-yard lines.