



Referee Handbook

Referee Dress

- * Gold shirt with black stripes, black collar, long or short sleeve
- * Red shirt with black stripes, black collar, long or short sleeve (alternate)
- * Black shirt with white stripes, white collar, long or short sleeve (alternate)
- * One badge with USSF label and current year securely fastened to the shirt over the left chest.
- * Black shorts
- * Black socks with three white strips at top of sock.
- * Black shoes and black laces

Appearance

- * All uniforms should be neat, proper, and professional
- * While in referee attire, socks should be pulled up and shirttail tucked in
- * Shoes should be clean and without holes, with a predominate black color (i.e. no red, silver, or white shoes)
- * General hygiene is also preferable. A clean appearance will assist the referee in establishing authority (i.e. Hair combed, shaven face or kept beard/mustache)
- * No earrings or facial piercing(s)

Supplies

- * 2 watches
- * 2 pens or pencils and notebook (scorecard) to write in
- * Assistant referee flags
- * Coin
- * Red and Yellow cards
- * Match reports
- * 2 whistles
- * Water & Snacks
- * Other items may include: additional referee jerseys, ball pump, tape, net repair material, inflation needle, towel, and sunscreen

Code of Ethics for Referees

1. That I shall always maintain the utmost respect for the game of soccer.
2. That I will conduct myself honorably at all times and maintain the dignity of my position.
3. That I shall always honor my contractual obligation.
4. That I will endeavor to attend local meetings and clinics so as best to know the Laws of the Game and their proper interpretation.
5. That I will always strive to achieve maximum team work with any fellow referees and assistant referees.
6. That I shall be loyal to my fellow referees and assistant referees, and never knowingly promote criticism of them.
7. That I shall be in good physical condition so as to be in the right place at the right time.
8. That I will control the players effectively by being courteous and considerate without sacrificing firmness.
9. That I shall do my utmost to assist my fellow officials to better themselves and their work.
10. That I shall not make statements about any game except to clarify an interpretation of the Laws of the Game.
11. That I consider it a privilege to be a part of the United States Soccer Federation and I will strive to make my actions reflect credit upon that organization and its affiliates.

Referee Responsibilities

All referees must be FIFA and USSF certified

All referees must attend a preseason Chatham Soccer League referee training in order to qualify to referee any of the Chatham Soccer League games.

Check email on a regular basis. Your assignments will be made via email.

Confirm receipt of game assignments.

Review the Rules and Notes on Rules for the Age Level of the games you will be refereeing. The rules and notes are listed in this handbook and are also posted on the website. The links are on the “Referees” page. This handbook is also available on line
Review the Cancellation Policy. Cancellations are listed on the website and information line 1 hour before game time.

Dress Appropriately. The way you look sends a very strong message to those attending the games you referee. Make sure you send the best message possible. There is an official referee’s uniform; **WEAR IT!** You are being paid well for what you are doing. That makes you a professional. Act like one. Tuck your shirt in (We require the players to have their shirts tucked in). Your shorts must be black. Keep your socks pulled up. Ideally, your shoes should be black. Your job is to see the game and make the right calls. Think about the message you are sending if your hair is in your face.

Be On Time. Being on time means arriving at the field at least 15 – 30 minutes before the scheduled start of the game. FIFA says you should arrive at least 30 minutes before.

Come Prepared. Review the Supply List.

Check the field and goals for safety. Make sure sand bags are in place on all the goals.

Check in the teams, perform Equipment Checks, and coin toss ahead of time.

Recruit Club Linesmen. Get two club linesmen from each team, give them a flag and explain that you need them to raise the flag when the whole of the ball completely crosses the touchline. Again this is an opportunity to educate.

Explain and Enforce the Technical Area.

START THE GAMES ON TIME. Games must start on time. Do not wait for players and coaches to arrive. Begin playing with the players that are there. Others may join later.

All games are played as small-sided games. The maximum numbers of players per side must be observed. If a coach wants to play one 6 v 6 game do not allow it. It is better to play two 3 v 3 games than one 6 v 6 game. Goals may be moved closer in these low numbers situations.

Coach and teach the game as you referee. Most of these players are new to the game and will benefit from your knowledge and help.

Explain the calls. Players and coaches may not understand what happened. **Teach!**

Stop the Game if Severe Weather or field Conditions become dangerous. If you hear thunder or see lightning, **Stop the Game** immediately and seek shelter. Soccer is played in the rain. If you feel the field conditions are becoming dangerous, **Stop the Game.**

Safety Comes First!

Report any cancellations to the Information Line: 542-6544

Review the Notes on Rules. These have Information on dealing with spectators, coaches, and special circumstances.

Report any incidents. Follow the incident reporting procedure.

Game Assignments

Games will be assigned on the basis of your qualifications as a referee. The referee schedule is on the website: www.ChathamSoccerLeague.org

Assessments

There will be Chatham Soccer League Board members and representatives who will be assessing you as you referee throughout the season. Your dress, appearance, punctuality, preparedness, and ability to referee will all factor into the assessments. Your interactions with the players, coaches and parents are also important.

Any substandard performance will be noted and may affect the number of games that you are assigned.

Reporting an Incident

1. If an incident occurs that needs to be reported, the following information should be included:

- * The teams (the full and correct names of the competing teams)
- * The location and date of the match
- * The player's name, jersey number, and team
- * Reason for the report (i.e. serious foul play, violent conduct, problems with coaches etc.)
- * Action taken, if any.
- * The incident itself (description of what actually happened stating only facts, no opinions, and no recommendations)

2. The incident report must include items as you saw it, be brief yet contain enough information to enable a disciplinary committee to understand what happened. This information also includes any reactions made by the players or others (coach, spectator, etc.)

3. Make sure that the other referees and you have all the details of the incident before leaving the field.

4. Each incident requires a separate report to be written.

5. Present the material so that it is readable and easy to understand. If you have to type or reprint the document, please do so.

6. The report needs to be filled out and returned to the Chatham Soccer League P. O. Box 875 Pittsboro, NC 27312.

7. Contact the Referee Coordinator and Referee assignor who assigned the match to you, and inform them of what happened.

8. Please make a copy of the report written for you for future reference.

Collection of Fees

The Chatham Soccer League will pay you for the recreation games you have refereed at least once per month during the season. Payment will be in the form of a check made out to you.

For Challenge Games, payment is collected before the game. Payment may be made in cash but some teams may pay by check. Cash is the preferred and accepted method of payment.

The following are scenarios that may occur at challenge games:

If only 1 official is present: collect 1 center fee and 1 Assistant referee fee. Recruit a “club linesman” from each team. Instruct the “club linesmen” to only indicate when the ball goes completely over the line. “Club linesmen” do not indicate direction, fouls, or offside etc. as an assistant referee would.

If 2 officials are present: collect 1 center fee and 1 Assistant referee fee. The two whistle system may not be used. There must be one center referee on the field. The second referee takes a role as a club linesman. The second club linesman is recruited as above.

If all officials are present: collect 1 center referee fee and 2 Assistant referee fees



Chatham Soccer League



3 v. 3: Under 4

The U4 players' needs are different from older players. The focus is on fun and participation. "Games" at this level of play are not to be viewed as competitive but more as opportunities to play in a group setting. Most children at this age do not play with other children, they play independently at the same time and we incorrectly call it "playing together". The concepts of playing cooperatively and sharing are still foreign or developing. In order to meet these players' needs we do not have traditional games with one ball. We add more balls to the playing field to allow all of the players to have as many touches on the ball as possible. We begin with every player having a ball on the field during the "games". As the season progresses we reduce the number of balls to encourage some 1 v. 1 play but never use fewer than one ball for every two players.

Games using one ball are introduced at the U6 age level

Law I - The Field:

A. Dimensions: No more than 30 yards long, no less than 20 yards long; No more than 20 yards wide, no less than 15 yards wide. **US Youth Soccer Optimal recommendation: 25 yards length by 20 yards width.**

B. Markings: Distinctive lines not more than five (5) inches wide) to mark: a halfway line across the width of the field; a center circle with a three (3) yard radius, four (4) corner arcs each with a two (2) foot radius, Three (3) yard radius goal area, No goal tending.

C. Goals: Small goals roughly 4 x 6 feet.

D. Technical Area: An area in the middle between the two fields reserved for coaches and players only.

Law II - The Ball: Size three (3).

We begin the season playing games with each player having a ball. Six (6) balls if there are six (6) players on the field.

In the middle of the season we begin reducing the number of balls to encourage some 1 v. 1 play using no less than three (3) balls on each field or one (1) ball for every two (2) players

Games using one (1) ball per field are introduced at the U6 age level.

Law III - Number of Players:

A. Maximum number of players per team on each field at a time is three (3). **No goalkeeper.** Two games are played simultaneously.

2 v. 2 or 1 v. 1 games are allowed.

B. Maximum number of players on the roster should not exceed ten (10).

C. Substitutions: Allowed anytime the ball is out of play, with the permission of the referee or game official.

D. Playing Time: Each player shall play a minimum of 50% of total playing time.

E. Teams may be coed.

Law IV - Players Equipment: Conform to FIFA laws with the following exceptions:

A. Footwear may include tennis shoes or soft-cleated soccer shoes.

Law V - Referee:

- A. Associate referee
- B. Parent/Coach or assistant, one (1) per team on the field with the players.
- C. All rule infractions should be briefly explained to the offending player.

Law VI - Linesman: Parents are encouraged to direct wayward players back onto the field.

At this level of play the lines are meaningless to the players and play which goes outside the lines does not have to be stopped. Parents may just direct the players in the right direction and allow play to continue.

Law VII - Duration of the game:

- A. Four (4) equal six (6) minute quarters.
- B. Two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four.
- C. Halftime break of five (5) minutes.

Law VIII - Start of Play: Conform to FIFA with following exceptions:

- A. Opponent must be three (3) yards from center mark while kick-off is in progress.

Law IX - Ball In and Out of Play: Play continues outside the lines. Parents are encouraged to direct players in the right direction.

Law X - Method of Scoring: Conform to FIFA.

Law XI - Offside: There shall be No offside called during these games.

Law XII - Fouls and Misconduct: Conform to FIFA with following exceptions:

- A. No cautions or ejections issued except by an independent referee.

Law XIII - Free Kicks: Conform to FIFA with following exceptions:

- A. All kicks are INDIRECT.
- B. Opponents must be three (3) yards away before kick is allowed.

Law XIV - Penalty Kicks: No penalty kicks are to be taken during these games. There are no goal keepers.

Law XV - Throw-In. Conform to FIFA with following exceptions:

A. A second and third throw must be allowed if the player commits an infraction on the initial attempt. The referee or game official shall explain the proper method before allowing the player to throw-in again. A different player may be allowed to take the throw-in if necessary.

- B. Players may throw the ball in to themselves.

Law XVI - Goal Kick: No goal kicks needed at this level of play

Law XVII - Corner Kick: No corner kicks needed at this level of play



Chatham Soccer League



3 v. 3: Under 6

Law I - The Field:

A. Dimensions: No more than 30 yards long, no less than 20 yards long; No more than 20 yards wide, no less than 15 yards wide. **US Youth Soccer Optimal recommendation: 25 yards length by 20 yards width.**

B. Markings: Distinctive lines not more than five (5) inches wide) to mark: a halfway line across the width of the field; a center circle with a three (3) yard radius, four (4) corner arcs each with a two (2) foot radius, Three (3) yard radius goal area, No goal tending.

C. Goals: The size of hockey goals or 4 x 6 feet.

D. Technical Area: An area in the middle between the two fields reserved for coaches and players only.

Law II - The Ball: Size three (3).

Law III - Number of Players:

A. Maximum number of players per team on each field at a time is three (3). No goalkeeper. Two games are played simultaneously.

B. Maximum number of players on the roster should not exceed ten (10).

C. Substitutions: Allowed anytime the ball is out of play, with the permission of the referee or game official.

D. Playing Time: Each player shall play a minimum of 50% of total playing time.

E. Teams may be coed.

Law IV - Players Equipment: Conform to FIFA laws with the following exceptions:

A. Footwear may include tennis shoes or soft-cleated soccer shoes.

Law V - Referee:

A. Associate referee

B. Parent/Coach or assistant.

C. All rule infractions should be briefly explained to the offending player.

Law VI - Linesman: Use club linesmen. Each team to supply two (2).

Law VII - Duration of the game:

A. Four (4) equal eight (8) minute quarters.

B. Two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four.

C. Halftime break of five (5) minutes.

Law VIII - Start of Play: Conform to FIFA with following exceptions:

A. Opponent must be three (3) yards from center mark while kick-off is in progress.

Law IX - Ball In and Out of Play: Conform to FIFA.

Law X - Method of Scoring: Conform to FIFA.

Law XI - Offside: There shall be no offside called during these games.

Law XII - Fouls and Misconduct: Conform to FIFA with following exceptions:

A. No cautions or ejections issued except by an licensed referee.

Law XIII - Free Kicks: Conform to FIFA with following exceptions:

A. All kicks are INDIRECT.

B. Opponents must be three (3) yards away before kick is allowed.

Law XIV - Penalty Kicks: No penalty kicks are to be taken during these games. There are no goal keepers.

Law XV - Throw-In. Conform to FIFA with following exceptions:

A. A second and third throw must be allowed if the player commits an infraction on the initial attempt. The referee or game official shall explain the proper method before allowing the player to throw-in again. A different player may be allowed to take the throw-in if necessary.

Law XVI - Goal Kick: Conform to FIFA with the following exceptions:

A. Opponents must retreat behind the Halfway Line.

Law XVII - Corner Kick: Conform to FIFA with following exceptions:

A. Opponents must be three (3) yards away from the ball.



Chatham Soccer League



4 v. 4: Under 8

Law I - The Field:

A. Dimensions: No more than 50 yards long, no less than 40 yards long; No more than 30 yards wide, no less than 20 yards wide. **US Youth Soccer Optimal recommendation: 40 yards length by 30 yards width.**

B. Markings: Distinctive lines not more than five (5) inches wide) to mark: a halfway line across the width of the field; a center circle with a five (5) yard radius, four (4) corner arcs each with a three (3) foot radius, Goal area: Three (3) yards from each goal post and three (3) yards into the field of play joined by a line drawn parallel with the goal line.

C. Goals: The size of hockey goals and up to 6 x 12 feet.

D. Technical Area: An area in the middle between the two fields reserved for coaches and players only.

Law II - The Ball: Size three (3).

Law III - Number of Players:

A. Maximum number of players per team on each field at a time is four (4). No goalkeeper. Two games are played simultaneously.

B. Maximum number of players on the roster should not exceed twelve (12).

C. Substitutions: Made at the Halfway line, between quarters and at half time, with the permission of the Referee after a goal or before a goal kick, and with the permission of the Referee any time the ball is out of play, where your team has possession. The player must come off the field before the new player goes on.

D. Playing Time: Each player shall play a minimum of 50% of total playing time.

E. Teams may be coed.

Law IV - Players Equipment: Conform to FIFA laws with the following exceptions:

A. Footwear may include tennis shoes or soft-cleated soccer shoes.

Law V - Referee:

A. Registered or Associate referee

B. Parent/Coach or assistant.

C. All rule infractions should be briefly explained to the offending player.

Law VI - Linesman: Use club linesmen. Each team to supply two (2).

Law VII - Duration of the game:

A. Four (4) equal twelve (12) minute quarters.

B. Two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four.

C. Halftime break of five (5) minutes.

Law VIII - Start of Play: Conform to FIFA with following exceptions:

A. Opponent must be five (5) yards from center mark while kick-off is in progress.

Law IX - Ball In and Out of Play: Conform to FIFA.

Law X - Method of Scoring: Conform to FIFA.

Law XI - Offside: There shall be No offside called during these games.

Law XII - Fouls and Misconduct: Conform to FIFA with following exceptions:

A. The Referee/coach/parent must explain ALL infractions to the offending player.

Law XIII - Free Kicks: Conform to FIFA with following exceptions:

A. All kicks are INDIRECT.

B. No kicks shall be taken by the attacking team within the defending team's goal area.

C. Opponents must be five (5) yards away before kick is allowed.

Law XIV - Penalty Kicks: No penalty kicks are to be taken during these games. There are no goal keepers.

Law XV - Throw-In. Conform to FIFA with following exceptions:

A. A second throw must be allowed if the player commits an infraction on the initial attempt. The referee or game official shall explain the proper method before allowing the player to throw-in again. A second infraction results in loss of possession and the other team takes a throw-in.

Law XVI - Goal Kick: Conform to FIFA with the following exceptions:

A. Opponents must retreat behind the Halfway Line before the kick is taken.

Law XVII - Corner Kick: Conform to FIFA with following exceptions:

A. Opponents must be five (5) yards away from the ball.



Chatham Soccer League



5 v. 5: Under 10

Law I - The Field:

A. Dimensions: No more than 60 yards long, no less than 50 yards long; No more than 50 yards wide, no less than 40 yards wide. **US Youth Soccer Optimal recommendation: 50 yards length by 40 yards width.**

B. Markings: Distinctive lines not more than five (5) inches wide. A halfway line shall be marked across the width of the field; a center circle with an eight (8) yard radius, four (4) corner arcs each with a three (3) foot radius, Goal area: Six (6) yards from each goal post and six (6) yards into the field of play joined by a line drawn parallel with the goal line. Penalty area: Fourteen (14) yards from each goal post and fourteen (14) yards into the field of play joined by a line drawn parallel with the goal line.

C. Goals: Seven (7) feet high and twenty-one (21) feet wide.

D. Technical Area: An area in the middle between the two fields reserved for coaches and players only.

Law II - The Ball: Size four (4).

Law III - Number of Players:

A. Maximum number of players per team on each field at a time is five (5), including the goalkeeper. Two games are played simultaneously.

B. Maximum number of players on the roster should not exceed fourteen (14).

C. Substitutions: Made at the Halfway line, at half time, with the permission of the Referee after a goal or before a goal kick, prior to a throw-in, where your team has possession, after an injury where the referee stops play. The player must come off the field before the new player goes on.

D. Playing Time: Each player shall play a minimum of 50% of total playing time.

E. Teams may be coed.

Law IV - Players Equipment: Conform to FIFA laws with the following exceptions:

A. Footwear may include tennis shoes or soft-cleated soccer shoes.

Law V - Referee:

A. Registered or Associate referee

B. Parent/Coach or assistant.

C. All rule infractions should be briefly explained to the offending player.

Law VI - Linesman: Use club linesmen. Each team to supply two (2).

Law VII - Duration of the game:

A. The game shall be divided into two (2) equal halves of twenty-five (25) minutes each.

B. Halftime break of five (5) minutes.

Law VIII - Start of Play: Conform to FIFA with following exceptions:

A. Opponent must be eight (8) yards from center mark while kick-off is in progress.

Law IX - Ball In and Out of Play: Conform to FIFA.

Law X - Method of Scoring: Conform to FIFA.

Law XI - Offside: There shall be No offside called during these games.

Law XII - Fouls and Misconduct: Conform to FIFA with following exceptions:

A. No cautions or send-offs shall be issued to players except by a licensed, neutral referee.

Law XIII - Free Kicks: Conform to FIFA with following exceptions:

A. Opponents must be eight (8) yards away before kick is allowed.

Law XIV - Penalty Kicks: Conform to FIFA with following exceptions:

A. Opponents must be eight (8) yards away before kick is allowed.

B. The Penalty Spot is ten (10) yards away from the goal line.

Law XV - Throw-In. Conform to FIFA.

Law XVI - Goal Kick: Conform to FIFA

Law XVII - Corner Kick: Conform to FIFA with following exceptions:

A. Opponents must be eight (8) yards away from the ball.



Chatham Soccer League



5 v. 5: Under 12

Law I - The Field:

A. Dimensions: No more than 60 yards long, no less than 50 yards long; No more than 50 yards wide, no less than 40 yards wide. **US Youth Soccer Optimal recommendation: 50 yards length by 40 yards width.**

B. Markings: Distinctive lines not more than five (5) inches wide. A halfway line shall be marked across the width of the field; a center circle with an eight (8) yard radius, four (4) corner arcs each with a three (3) foot radius, Goal area: Six (6) yards from each goal post and six (6) yards into the field of play joined by a line drawn parallel with the goal line. Penalty area: Fourteen (14) yards from each goal post and fourteen (14) yards into the field of play joined by a line drawn parallel with the goal line.

C. Goals: Seven (7) feet high and twenty-one (21) feet wide.

D. Technical Area: An area in the middle between the two fields reserved for coaches and players only.

Law II - The Ball: Size four (4).

Law III - Number of Players:

A. Maximum number of players per team on each field at a time is five (5), including the goalkeeper. Two games are played simultaneously.

B. Maximum number of players on the roster should not exceed fourteen (14).

C. Substitutions: Made at the Halfway line, with the permission of the Referee after a goal or before a goal kick, at half time, prior to a throw-in, where your team has possession, after an injury where the referee stops play. The player must come off the field before the new player goes on.

D. Playing Time: Each player shall play a minimum of 50% of total playing time.

E. Teams may be coed.

Law IV - Players Equipment: Conform to FIFA laws with the following exceptions:

A. Footwear may include tennis shoes or soft-cleated soccer shoes.

Law V - Referee:

A. Registered or Associate referee

B. Parent/Coach or assistant.

C. All rule infractions should be briefly explained to the offending player.

Law VI - Linesman: Use club linesmen. Each team to supply two (2).

Law VII - Duration of the game:

A. The game shall be divided into two (2) equal halves of thirty (30) minutes each.

B. Halftime break of five (5) minutes.

Law VIII - Start of Play: Conform to FIFA with following exceptions:

A. Opponent must be eight (8) yards from center mark while kick-off is in progress.

Law IX - Ball In and Out of Play: Conform to FIFA.

Law X - Method of Scoring: Conform to FIFA.

Law XI - Offside: No changes.

Law XII - Fouls and Misconduct: Conform to FIFA with following exceptions:

A. No cautions or send-offs shall be issued to players except by a licensed, neutral referee.

Law XIII - Free Kicks: Conform to FIFA with following exceptions:

A. Opponents must be eight (8) yards away before kick is allowed.

Law XIV - Penalty Kicks: Conform to FIFA with following exceptions:

A. Opponents must be eight (8) yards away before kick is allowed.

B. The Penalty Spot is ten (10) yards away from the goal line.

Law XV - Throw-In. Conform to FIFA.

Law XVI - Goal Kick: Conform to FIFA

Law XVII - Corner Kick: Conform to FIFA with following exceptions:

A. Opponents must be eight (8) yards away from the ball.



Chatham Soccer League



5 v. 5: Under 14 and up

Law I - The Field:

A. Dimensions: No more than 60 yards long, no less than 50 yards long; No more than 50 yards wide, no less than 40 yards wide. **US Youth Soccer Optimal recommendation: 60 yards length by 50 yards width.**

B. Markings: Distinctive lines not more than five (5) inches wide. A halfway line shall be marked across the width of the field; a center circle with an eight (8) yard radius, four (4) corner arcs each with a three (3) foot radius, Goal area: Six (6) yards from each goal post and six (6) yards into the field of play joined by a line drawn parallel with the goal line. Penalty area: Fourteen (14) yards from each goal post and fourteen (14) yards into the field of play joined by a line drawn parallel with the goal line.

C. Goals: Seven (7) feet high and twenty-one (21) feet wide.

D. Technical Area: An area in the middle between the two fields reserved for coaches and players only.

Law II - The Ball: Size five (5).

Law III - Number of Players:

A. Maximum number of players per team on each field at a time is five (5), including the goalkeeper. Two games are played simultaneously.

B. Maximum number of players on the roster should not exceed fourteen (14).

C. Substitutions: Made at the Halfway line, with the permission of the Referee after a goal or before a goal kick, at half time, prior to a throw-in, where your team has possession, after an injury where the referee stops play, and when the other team substitutes. The player must come off the field before the new player goes on.

D. Playing Time: Each player shall play a minimum of 50% of total playing time.

E. Teams may be coed.

Law IV - Players Equipment: Conform to FIFA laws with the following exceptions:

A. Footwear may include tennis shoes or soft-cleated soccer shoes.

Law V - Referee:

A. Registered or Associate referee

B. Parent/Coach or assistant.

C. All rule infractions should be briefly explained to the offending player.

Law VI - Linesman: Use club linesmen. Each team to supply two (2).

Law VII - Duration of the game:

A. The game shall be divided into two (2) equal halves of thirty-five (35) minutes each.

B. Halftime break of five (5) minutes.

Law VIII - Start of Play: Conform to FIFA with following exceptions:

A. Opponent must be eight (8) yards from center mark while kick-off is in progress.

Law IX - Ball In and Out of Play: Conform to FIFA.

Law X - Method of Scoring: Conform to FIFA.

Law XI - Offside: No changes.

Law XII - Fouls and Misconduct: Conform to FIFA with following exceptions:

A. No cautions or send-offs shall be issued to players except by a licensed, neutral referee.

Law XIII - Free Kicks: Conform to FIFA with following exceptions:

A. Opponents must be eight (8) yards away before kick is allowed.

Law XIV - Penalty Kicks: Conform to FIFA with following exceptions:

A. Opponents must be eight (8) yards away before kick is allowed.

B. The Penalty Spot is ten (10) yards away from the goal line.

Law XV - Throw-In. Conform to FIFA.

Law XVI - Goal Kick: Conform to FIFA

Law XVII - Corner Kick: Conform to FIFA with following exceptions:

A. Opponents must be eight (8) yards away from the ball.

Notes on Rules of Play

A. Time of Halves

Age Group	Game Length per Half	Ball Size
U8	four 12 minute quarters	3
U10	25 minutes	4
U11-12	30 minutes	4
U13-14	35 minutes	5
U15-16	40 minutes	5
U17+	45 minutes	5

B. Substitutions

Unlimited substitutions may be made freely and repetitively from all eligible players, but only at the following times:

- At any stoppage of play at the discretion of the referee
- By either team on a goal kick, after a goal, or at halftime.
- On any throw-in by the team in possession of the ball.
- On any injury
- Upon issuance of a yellow card, the cautioned player(s) may be substituted, and the opposing team may substitute a like number of players (i.e. the same number of players for each team). This is an NCYSA rule, not a USYSA rule.

C. Coaching

Coaching is limited to the giving of tactical instructions to one's own team. It is not an indiscriminate license to shout at anyone and everyone. This means that coaching personnel are allowed to call instructions to their players on the field during a match. Cover this distinction with the coaches before the start of the match so all parties know what is expected.

D. Team Technical/Bench Areas

The area between the two fields, usually defined by the larger center circle of the larger field is for the coaches and players of each team. Each team gets half of the area with unrestricted access to both fields. Coaching personnel should remain in the technical area. No one is permitted to remain behind the goal lines.

E. Spectator Misconduct

Coaches are responsible for controlling the actions of their spectators. If a spectator interferes with a match or the officials, the referee shall stop the contest, determine the team, which the spectator supports, and have that coach either sufficiently restrain the spectator or remove him from the area. If this cannot be done and the interference is significant, the referee shall terminate the match and report the incident following the incident reporting procedure.

F. Game Scores

All recreation games have a score of “Fun to Fun” – referees shall not keep score.

Challenge Games:

During regular season play, matches that end in a draw shall remain drawn. There will be no overtime play or draw breaking kicks. If a match in post season or tournament play requires a winner, the following overtime procedure will occur:

Age	Overtime Period
U10	none
U12	2x10 minutes
U14	2x10 minutes
U16	2x15 minutes
U17	2x15 minutes
U19	2x15 minutes

G. Jewelry

No loose jewelry of any kind shall be permitted. All medic alert jewelry may be worn, but must be secured with a cloth wristband or tape. The opinion of the referee as to the safety of jewelry or any other equipment including shoes is final. Jewelry, which is not easily removed, may be taped down and worn during play, but only upon inspection and adjudication as to its safety by the referee. The opinion of the referee in such matters is final. Although Law IV of the Laws of the Game does not specifically prohibit wearing jewelry, NCYSA strongly discourages it.

H. Balls

U8 and under use a size 3 ball

U9 through U12 and use a size 4 ball

U13 and older use a size 5 ball

For Recreation games, each team will supply a game ball for each side.

For Challenge games: The home team shall supply at least 1 ball, and up to 3 balls, to the referee. The referee may choose to use any balls that are acceptable to him. He is not required to accept the ball(s) supplied by the home team.

I. Player Passes

All players must have a valid pass (Recreation games excluded), or photo id and a letter of authorization from NCYSA, (USYSA registration cards with pictures, etc.) in order to participate in any NCYSA match. No player shall take part in any match who has not displayed a valid pass to the referee prior to each match. The referee shall check each player's pass prior to the match and if a roster is not provided to him he shall retain the passes of all participating players during the match and shall return them at the end of the match to the respective coaches.

J. Players sent off (Challenge and Classic)

If a player is sent off by the referee before, during, or after a match, the referee shall write down the last name, number and team of the player sent off on the match report and then return the player's pass to his or her coach. Any player sent off from a match may not play in the next regularly scheduled league match.

K. Protests

If a team is protesting a match and has notified the referee of their intent to do so, the referee should:

Request the protesting coach to file his protest in writing with the NCYSA state office within 24 hours of the match.

Write his version of the protested incident and notify the referee coordinator.

L. Player Passes and Pre-Game

All player passes should include a photo of the players face, examine each player's cleats, make certain that no player is wearing dangerous jewelry, and see that all players are wearing shin guards. No player may play without shin guards. This procedure may be done informally during pre-game warm ups.

Suggested Topics for Referee Pre-game instruction to Assistant Referees

* Officials work together as a team

* Assistant referee duties are to:

-Indicate out of bounds & restart possession

-Offside

-Fouls or misconduct that Referee could not see due to position or did not see due to attention being focused elsewhere.

-Record game information as instructed by the Referee

- One official writes, while the others watch the field
- Both Assistant referees back up the Referee on time

* Other topics may include:

1. Indicating positions at kick offs, goal kick, corner kick, penalty kick, and free kicks near goal.
2. The referee should indicate his diagonal and the function of the Assistant referee on set plays and at the scoring of a goal.
3. Special consideration should also be discussed regarding dealing with offside, and fouls within their vicinity and away from his vision (including fouls in the penalty area)

* Start match on time.

* Club Linesman - if less than 3 officials are present.

The referee must designate club linesmen. If 2 are needed, each team is to provide one. If only 1 is needed, it is to be provided by the home team. The function of the club linesman is to call the ball in and out of bounds. They are not to call offside or fouls.

If only 2 referees are present, 1 referee shall perform referee duties. The 2nd shall perform as a club linesman. The 2nd club linesman shall be recruited from the spectators. At no time should there be 2 referees in the middle.

Cancellation Policy

Please check the website www.ChathamSoccerLeague.org and the Information Line 542-6544 frequently for the latest information
Cancellations can occur due to many reasons. The League reserves the right to cancel any game or practice. Cancellations will be posted at least one hour before the game for The Recreation League and two hours for The Challenge League and Classic League games. Cancellations will be posted on The Website and on the Information Line (542-6544).

You may still cancel the game at your discretion if you feel the conditions are unsafe. If you see lightning or hear thunder, cancel the game.

For additional Information check referee pages on the website:

**www.ChathamSoccerLeague.org
542-6544**

**2007 Referee Coordinator
Mark Hinson (H) 919-542-3286 or (M) 919-449-5520**