

EMW SOCCER

**REFEREE HANDBOOK
& Rules of the Game**

2013 SEASON



REFEREE REQUIREMENTS AND GENERAL INFO

1. Referees are to arrive at the field no less than 20 minutes before game time. This will allow adequate time for signing-in, finding the Field Coordinator, making sure the corner flags are on the field, getting the sideline flags, watches, whistles, and setting up the field (including player check-in and checking nets).
2. On the field before the start of the game, referees are to:
 - Check that corner flags are in place
 - Check whether the teams are wearing different color jerseys (if not send one coach to meeting room to get piney jerseys). Goalies to have different color jersey than the two teams.
 - Check in players (make sure each has shin guards and explain any questions on rules)
 - Be sure to set and start stop-watch at the beginning of each quarter or half. **Games to start on time.** If teams are not ready to play within 5 minutes after official start time, game clock is to start regardless if teams are ready or not.
3. All referees are required to find a replacement if they cannot make a game for which they have signed up to officiate. All replacements must be found a minimum of one day before the scheduled game. Be sure replacement referee is approved to officiate the division of the game they will be taking over. **If a scheduled referee does not show up to referee a game, he/she will be suspended from officiating during the next two week period.** Replacement referees must sign in on the sign up sheet in the meeting room over the original referee's name.
4. Remember, this is considered a job for which you receive payment upon completion of your responsibilities.
5. **EMW does not tolerate any referee being verbally abused by the coaches, parents, or players.** If you are having problems during the game with players or parents:
 - Call both coaches to the middle of the field between quarters or halftime and explain the source of the abuse and insist on their support to stop it.
 - If the problem persists after the coaches are made aware, or a coach is abusive, pause the game and contact a Field Coordinator so that they may observe the remainder of the game.
 - If a controversial call is made during a game in which a coach protests very loudly, contact field coordinator. The Referee Chairman or the Assistant Chairman will review the rules and advise the referee or coach or both for future play.
6. Each referee's final pay will be withheld until his/her jersey is turned in at the end of the season. **Referees will appear professional** at all games by wearing their jerseys, shorts or warm-ups pants and sneakers or spikes. No hats allowed. Referees will sign an EMW Soccer Referee Code of Conduct.
7. Referees are to purchase their own whistles, since they will not be provided.

8. EMW Soccer encourages the use of personal watches for timing games; however, stop-watches will be available with sign out from the Concession Stand. **Referees that do not return signed out stop watches after the game will forfeit their pay for that game.** EMW referees are the only official time keepers during a game – quarters, halves, or games should when the ball is in neutral territory.
9. Any misconduct, unprofessional actions, or intentional abuse of a referee’s duties which results in poor quality officiating will not be tolerated. **Referees involved in such misrepresentation of their duties will not work again.**
10. This years pay scale is as follows:

First year referee	\$7.00 per game
Second year referee.....	\$8.00 per game
Third year referee.....	\$9.00 per game
4th year and certified referees	\$10.00 per game
11. **Referees will be paid every two weeks** at specific times TBD (these times to be announced).
12. Third year referees and above will not be allowed to sign up for Pints games unless a referee shortage dictates such actions. Fourth year referees should not referee together. The objective is not to “Ref” with your friends but to help new referees understand what is expected.
13. The referee’s schedule will be posted every Saturday for the following week’s games. **Referees may only sign up for two games a week.** If any referee signs up for more than two games, their name will be removed from the schedule by the Schedule Coordinator for any games over the two allowed and new referees will be assigned. **You will not be contacted for which games your name is removed from.** After 12:00 Saturday, any games that are open on the schedule for officiating, can be taken at a first come first serve basis. In other words, only sign up for up to two games during the week to give everyone a chance, and then **after 12:00 Saturday, you may sign up for extra games in excess of the two.**
14. **The Referee Chairman has the right to view the schedule and make changes to that schedule. No referee shall change the posted schedule without permission of the Referee Chairman or other Board member.**

RULES SUMMARY:

I START OF GAME (beginning, after half or quarter, after a goal):

- Both teams must be on their side of the field
- Offensive team (starting play) may be in center circle
- Players of defensive team must be outside center circle until ball is touched
- When first touched, the ball must travel forward, before a teammate can play it
- When any of the above rules are violated a re-start (re-kick) will take place.
- The ball cannot be touched twice by the first player at initial kick-off. Must touch any other player before initial player touches it again. (indirect)

II RESTARTING GAME WHEN BALL IS OUT OF PLAY:

i) THROW-IN:

- A throw-in is awarded to the defensive team after the offensive team touches the ball last and the ball has completely (100%) traveled over one of the two sidelines.
- Ball must be throw-in from where the ball exited the field. (stop play – reposition ball and re-throw).
- A good throw in shall consist of:
 - Both feet touching the ground when the ball is thrown.
 - The ball must be thrown with two hands.
 - The ball must be thrown directly over the head- starting from behind the head and not released until the ball is in front of the head.
 - Both feet shall be behind or on the sideline
 - Any violation of the above, results in a throw-in for the opposing team
- A player may not throw the ball into themselves (indirect kick – opposing team).
- No offsides on a throw-in
- If ball does not enter field of play, re-throw
- If ball enters field and then exits without being touched, throw-in – opposing team
- A player may not impede the thrower in any way (delay or warning)

ii) GOAL KICK:

- A goal kick is awarded to the defensive team when the ball is last touched by an offensive player and travels completely over the defensive team's end line
- The team not taking the goal kick must be outside the penalty area before the kick takes place (delay or retake)
- The team taking the goal kick may be in the penalty area
- Ball may be placed anywhere inside the goal area (box)
- Ball must be stationary before being kicked
- Ball must be kicked and travel outside the penalty area before any player (both teams) can touch it. (stop play and re-kick).

iii) CORNER KICK:

- A corner kick is awarded to the offensive team when the ball is last touched by an defensive player and travels completely over the defensive team's end line
- The ball is placed in the corner to which side the ball exited the end line
- The ball must be placed anywhere inside the quarter circle in the corner of the field
- The corner flag shall not be removed
- The defensive team shall remain a minimum of 10 yards away from the kicker, until the ball is kicked
- All other players may line up anywhere on the field
- A goal may be scored directly from a corner kick
- There is no offsides on a corner kick
- If the ball is miss-kicked and goes out over the end line a goal kick is awarded to the defensive team
- The goalie may not be intentionally interfered or impeded with during a corner kick (stop play – indirect kick)

III FOULS AND FREE KICKS:

i) INDIRECT:

An INDIRECT free kick will be awarded for any of the following infractions:

- Dangerous play (i.e. playing ball while on ground)
- Charging fairly but ball wasn't near player
- Obstruction
- Charging goalie
- Same player touching indirect free kick twice in a row
- Player leaving or entering field without permission from referee
- Offsides
- Kicking the ball after throwing the ball to oneself on a throw-in
- Delay of game
- Caution or ejection (stop play – restart)

An INDIRECT free kick shall consists of the following:

- Ball is located where the foul occurred
- Players of the defensive team must be **no closer than 10 yards** (infringement – delay or retake)
- Defensive players may not move closer to the ball until it is first touched (re-kick or delay)
- A indirect kick **may occur within the penalty and goalie areas**
- If an indirect kick is within 10 yards of the goal, defensive players may stop on the goal line even though they are closer than 10 yards to the kicker.
- The ball **must be touched** by another player **before entering the goal** (no goal - goal kick)
- Offensive players do not have to wait for referee's whistle to kick the ball (unless otherwise told), but must wait for the ball to be in the correct field location and the ball must be fully stationary.

ii) DIRECT:

A **DIRECT** free kick will be awarded for any of the following infractions:

- Kicking a player or attempting to kick
- Tripping (intentional or unintentional)
- Charging
- Hitting or attempting hit a player
- Pushing
- Improper tackling
- Holding or Spitting on a player
- Handball
- Jumping into a player

A **DIRECT** free kick consists of the following:

- Ball is located where the foul occurred
- Players of the defensive team must be no closer than 10 yards
- A direct free kick in the penalty area results in a penalty shot
- The ball does not have to be touched by another player before entering the goal.
- Defensive players may not move closer to the ball until it is first touched (re-kick or delay)
- Players do not have to wait for referee's whistle to kick the ball, but must wait for the ball to be in the correct location and must be fully stationary.

iii) PENALTY SHOT:

A penalty shot is awarded when any direct kick fouls occur within the penalty area. A penalty kick consists of the following:

- The goalie's feet must be on the goal line and cannot move toward the shooter until the ball is kicked (delay or retake)
- The goalie may move along the goal line
- The shooter will wait for the referee to signal before shooting (delay or retake)
- The shooter may only kick the ball once unless a rebound from the goalie occurs (indirect)
- The shooter may not again touch a ball that is a direct rebound off the crossbar or goalposts. (indirect)
- All other players on the field must be outside the penalty area and outside the half circle until the ball is kicked. All other players must be behind the penalty mark. (delay or retake)
- If the ball is directly kicked over the end line (goal kick)
- If the ball is deflected over the end line by the goalie (corner kick)
- If the goalie stops the shot and holds onto the ball (play on as normal)
- If a rebound occurs off a post or goalie (play on as normal)
- Ball entering the net is a goal (restart game)

IV SUBSTITUTIONS:

To substitute new players on the field the following must occur:

- Teams **can** only **sub** when the game is delayed for:
 - Throw-ins (sub when own team's throw-in)
 - Goal kicks
 - Restarts after a goal is scored
 - Injury
- Teams **can not** sub while the game is delayed for:
 - Free kicks (Indirect or Direct)
 - Penalty Shots
 - Corner Kicks
- Cannot sub while the game is in progress (Indirect / yellow card)

V GOALKEEPERS:

- Goalkeepers will wear a different color jersey other than both teams playing
- Goalkeepers may touch the ball with their hands anywhere inside of the penalty area
- Goalkeepers may punt, head, drop-kick, kick, or throw the ball after a save, while inside the penalty area
- Outside the penalty area the goalkeeper is treated as any other player
- Goalkeepers may only hold on to the ball a maximum of six (6) seconds (warning or indirect)
- Goalkeepers cannot intentionally touch the ball outside the penalty area to prevent a scoring chance (direct kick – yellow or red card)
- Goalkeepers once placing the ball on the ground cannot pick it up again (indirect)
- The goalkeeper **cannot touch** the ball with their hands which was **intentionally** kicked back to the goalkeeper by a teammate's **foot** (indirect)
- A goalkeeper **can handle** a ball which was **intentionally** played back to them as long as the teammate passing the ball uses **anything other than their foot**
- A goalkeeper can handle a ball unintentionally played to them by a teammate (ie. deflection, mis-kick, rebound)
- A goalkeeper **cannot** use their **hands** on a ball **throw-in** to them by a teammate (indirect)

VI ADVANTAGE RULE

- An advantage call is, when in the opinion of referee, a team remains in control of the ball, even though a foul has been made against them. The referee shall acknowledge the foul, by signaling with both hands and proclaiming "play on". The whistle shall not be blown.

VII OFFSIDES:

The following are basics for offsides:

- Two defensive players (typically one is the goalkeeper) must be between an offensive player and the end line unless the offensive player has the ball or unless the ball is closer the end line than themselves.
- Being Offsides is not a foul in itself.
- Offsides is called only when the position of the offensive player(s) is in violation of the Offsides rule when the ball is passed or kicked by a teammate to them. **Note: the position of the players is considered at the time of the kick not when the ball lands or final position of the ball**
- A player is allowed in an offsides position as long as they are **not actively** involved in the play (delayed offsides call).
- **Not Actively involved in the play is considered the inability of a player, due to his lack of proximity to the ball, to receive a pass or rebound**
- If a player once considered not actively involved in the play, becomes actively involved in a play, without returning to an on-sides position, is considered offsides. (ie. rebounds or passes) (delayed call – indirect)
- A player will be **considered offsides** even though they are not actively involved in the play if they **gain field advantage or impede opponents** while being offsides.
- A offensive player is considered offsides if they are in a offsides position and interfere or impede with the goalkeepers ability (physically or other) to play the ball.
- No offsides on a corner kick
- No offsides on a throw-in
- No offsides on a goal kick
- No offsides on a drop ball
- No offsides when a player is on their own side of the field
- Offsides can be called during Direct and Indirect kicks
- A player may step off the field in a attempt elude offsides, but will not become an eligible player again until they step back onto the field of play (indirect)

VIII DROP BALL

The following are reasons for drop balls

- Injury stoppage
- Stoppage of play for warnings
- Inability to determine whose team has a throw in or kick
- If referee stops play inadvertently
- For any other reason to re-start a match for which no team shall have an advantage

A drop ball shall consists of the following:

- One player form each team
- Referee will drop ball between both players with their backs to their own goals
- Ball must touch ground first before touched by players (retake)
- The ball shall be dropped close to where play was when stopped but never inside a penalty area – move to just outside area

IX WARNINGS AND EJECTIONS

- A **Yellow** card is shown to any player who is officially warned by the referee. Warnings may include any one of the following:
 - Unsportsman-like behavior
 - Shows dissent by word or action
 - Persistently commits fouls
 - Intentional delaying of the game
 - Fails to honor required distance on free kicks
 - Exits or enters the field without permission
 - Has been verbally warned previously

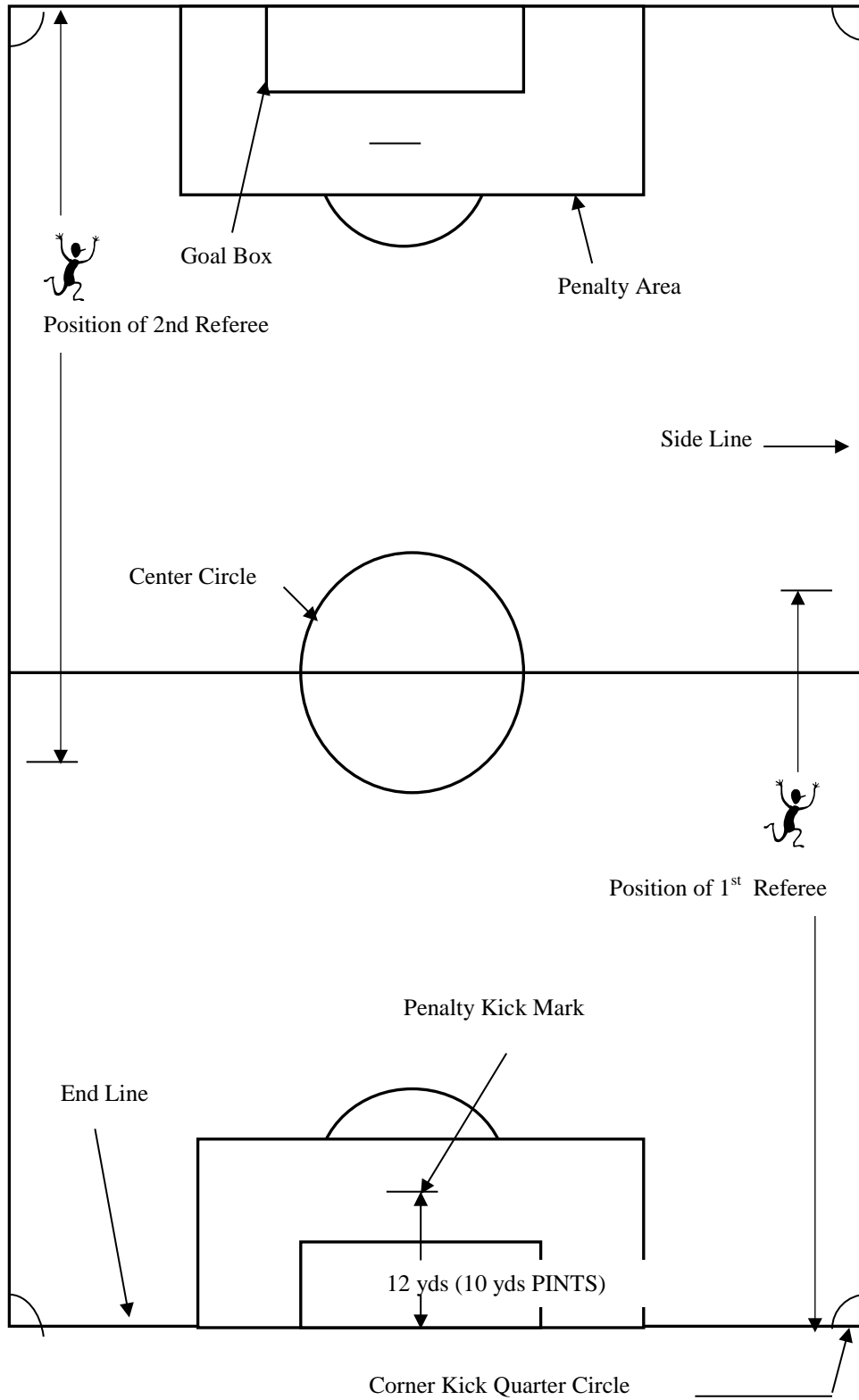
- A **Red** card is shown to any player who is officially ejected by the referee. Ejections may include any one of the following:
 - Serious foul play or intent to injury
 - Violent conduct
 - Spitting on a player or any swearing
 - Deliberate use of the hands to stop a goal (except keeper).
 - Intentionally prevents a goal scoring opportunity by committing a foul which is punishable by an **DIRECT** free kick (see **DIRECT** kicks)
 - Has been warned previously with a yellow card (2 yellows = red)

- A referee shall delay the game while the card is issued directly to the player. The game will restart depending on the action of the ball when the game was delayed. If the game was stopped in the middle of action – Drop Ball

- Once a player is ejected, their team may not substitute for them (team plays shorthanded).

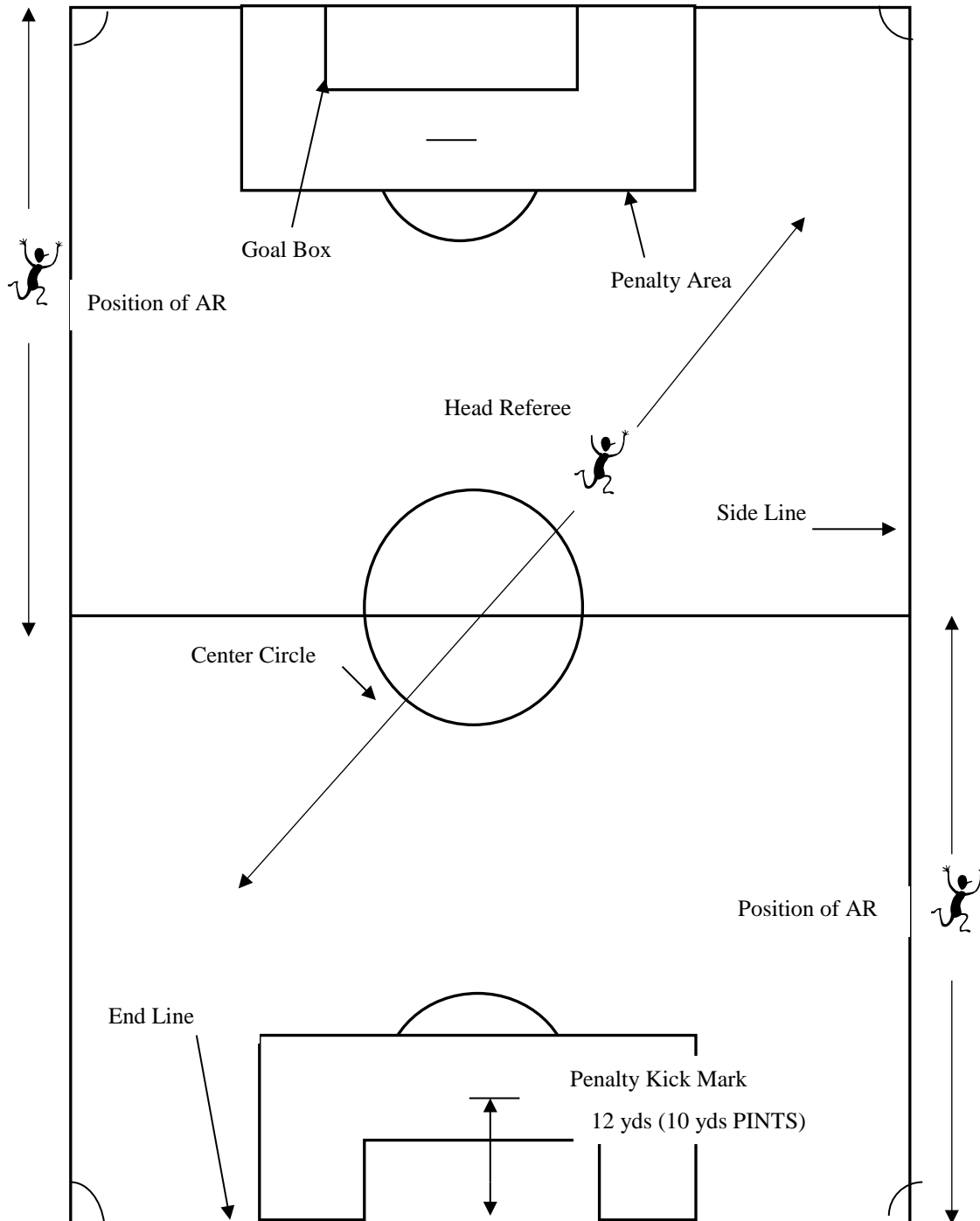
X The Field of Play (Pints, Quarts, Gallons, and Kegs)

Two Referee System



X The Field of Play (Pints, Quarts, Gallons, and Kegs)

Three Referee System



XI EMW SOCCER RULES – EXCEPTIONS (2009)

- **EMW follows FIFA Rules of the Game with the following exceptions:**
- Goalies **must** wear helmets at all times (except Kegs division).
- No charging, lunging, or kicking at the goalie while the ball is in or **near** the goalie's possession.
- If spikes are worn, they must be of the molded variety (no screw-in spikes).
- Shin guards must be worn at all times by all players.
- Players will not be liable for a handball if they use their hands or arms to cover their front and/or their face to prevent personal injury.
- A handball **will be** called when a player **deliberately touches** the ball with any part of their arm and hand (shoulder line to their fingers).
- A handball **will not** be called for any player who **un-intentionally** touches the ball with their arm or hand, as long as they **do not gain an advantage** by doing so.
- Game times will be as follows:
 - Pints – (4) 12 minute quarters (3 min rest between qrts – 5 min at half)
 - Quarts – (4) 15 minute quarters (3 min rest between qrts – 5 min at half)
 - Gallons –(4) 15 minute quarters (3 min rest between qrts – 5 min at half)
 - Kegs – (2) 30 minute halves (5 minute halftime)
- Pints players are allowed to retake throw-ins if the first throw-in is illegal. The referee shall indicate to the player why their throw-in was illegal and allow them to re-throw. If the second throw-in is bad, then possession of the throw-in shall be passed to the opposing team.
- Quarts are allowed to take corner kick from 10 yard mark if playing on big field.
- Referees shall blow whistles loud enough for all players and coaches to hear so that play is stopped immediately. Referees shall indicate direction of ball to be played and explain foul called.
- Referees shall be in proper field position to make good calls. If you cannot see a foul or goal, you cannot call one. Do not allow coaches, parents, or players to make calls for you.
- If a player receives a yellow card, they must leave the field until the next possible substitution.
- **No jewelry of any kind shall be worn, (medical condition indicators only).**
- **No hard brimmed hats** shall be worn (goalie is allowed, but must still wear helmet).
- **Altered game jerseys will not be allowed** (ie. no cut off sleeves)
- Any fighting will result in automatic red cards (ejection)
- Any ejected player will have to meet before the EMW Soccer Board (before being cleared to play). This may take time and therefore a player may miss multiple games.
- 2 Red cards in one season (Player sits out entire season)
- **No ejection** for intentional handball stopping a obvious goal – yellow card – award penalty shot.