

AYSO Region 112

U6 & U8

Referee

Pocket Guide



Referees keep

games Fair, Fun, and Safe for the kids.

Pregame

Inspect the field for hazards

Obtain and inspect the game ball for proper inflation & size (3).

Inspect the Players

- No jewelry
- No casts or splints
- No toe cleats
- Socks covering Shinguards

Determine who gets the kickoff & who defends which side of the field to start the game.

Count the number of players on the field before starting play.

U6–6 players, no goalkeeper.
16 minute half.

U8–7 players with a goalkeeper.
20 minute half.

Penal Fouls

Kicking, tripping, jumping at, charging, striking (hitting), holding, spitting at, pushing, slide tackling, making contact with the opponent before touching the ball when tackling, and deliberately handling the ball, except by goalkeepers within their own penalty area. The restart is a direct free kick (DFK). Goals may be scored directly on DFK's.

Non-Penal Fouls

Dangerous play, obstruction, and preventing the goalkeeper from releasing the ball or kicking at the ball when the goalkeeper is touching the ball. The restart is an indirect free kick (IDF). The ball must be touched by a second player before it can be scored on an IDF.

Kickoff

A **kickoff** is used to restart play after a goal is scored, and to start the each half of a game.

- All players must be on their own half of the field.
- Defending players should be outside the center circle, about 6–8 yards from the ball if the circle is not marked.
- The ball must move forward when first kicked. The kick is retaken if the ball isn't kicked forward,
- No second touch for the player who puts the ball in play by kicking it forward.

Drop Ball

A **drop ball** is used for restarting play when play has been stopped for an injury, some type of outside interference, or circumstances not covered by other restarts.

The drop ball occurs where the ball was when play was stopped. The ball can't be kicked until it touches the ground.

For most drop balls, a player from each team participates. A referee may conduct a drop ball with only a player from one team.

Hold the ball low before dropping it so it doesn't bounce high and result in a dangerous situation for the players trying to kick the ball.

Throw-in

A **throw-in** is awarded when the ball passes completely over the touch line to the opponent of the player who last touched the ball.

At the moment of delivering the ball, the thrower needs to:

- face the field of play
- have part of each foot on the ground and either on the touch line or outside the field of play
- must use both hands and must deliver the ball from behind and over their head.

A goal cannot be scored directly from a throw-in.

No second touch for the thrower.

Corner Kick

A **corner kick** is awarded when the ball, having last touched a player of the defending team, passes completely over the goal line and a goal is not scored.

The ball is placed within 1 yard of the corner closest to where the ball passed over the goal line, on or inside the corner arc (if marked).

Players are not allowed to move the corner flag. Opposing players must remain about 6–8 yards from the ball until it's kicked.

No second touch for the kicker

Goal Kick

A **goal kick** is awarded when all three of the following occur:

- the ball passes completely over the goal line
- the ball was last touched by the attacking team
- a goal is not scored.

The kick is taken from anywhere in the goal area by any player on the defending team.

Opponents must stay outside the penalty, if marked, or at least 8 yards away from the ball if the penalty area is not marked.

The ball is not in play until it leaves the penalty area.