

VSRA

Mini Soccer Referee Guidelines

1 BEFORE THE GAME

Note the details of the game from theArbiter:

- Print out or write down and take with you:
 - Date
 - Time
 - Field
 - Division
 - Teams

Bring with you to the game:

- Uniform - Shirt (tucked in), shorts, socks (black, pulled up), shoes (black) and badge
- Whistle, notebook, pen, coin, and watch.

Arrive:

- 20 minutes before kickoff.

Pre-game checks:

- Field
 - Corner flags – [in place](#) 1.5m [tall and](#) securely and safely [in place](#).
 - Goal area – check for glass and other potentially dangerous items.
 - Garbage and debris.
 - Lines – familiarize yourself with the lines that are and are not on the field. If there are extra lines make sure you know which ones will be used.
 - Ensure that substitutes, equipment and spectators are well clear of the touchline from end to end.
 - Ensure there are no spectators at the ends of the field.
- Check players for:
 - Safe cleats – no sharp edges.
 - Jewellery – no earrings, necklaces, [watches](#) or bracelets. No taping allowed.
 - Shin guards
 - Proper uniform – socks pulled up over shin guards, shirt tucked in.
 - Casts and braces – must be covered to protect other players from intentional or accidental injury.
 - Goalkeeper with distinctly coloured jersey.

Coin Toss:

- Blow your whistle and call for captains
- Ask one captain to call heads or tails while the coin is in the air.
- The winner chooses which goal to attack, the loser takes the kickoff.

2 DURING THE GAME

Refereeing Mini Soccer is a great way to develop your skills as an official. It is an opportunity to develop good habits in a relaxed atmosphere. The main habits you want to work on are:

- Clear signals with your whistle, arms and voice
- Good positioning that is close enough to the play but not in the way
- Recognizing and calling fouls
- Awareness of everything related to the game, not just the play around the ball

At the kickoff

- Ensure all defenders are at least 8 metres from the ball
- Double check that there are the correct number of players on the field
- Position yourself about 10 metres ahead of the ball and 10 metres to one side
- Blow your whistle
- Check that the ball is played forward

During free play

Position: You want to be 10-15 metres from the play and in a position where you have a good view of the play but are not in the way. Generally this will mean following rather than leading the play as it moves up and down and across the field.

- Avoid moving through the goal area unless it is to catch up with play moving the other way
- Make sure you move back and forth across the field as well as up and down the field
- Try to anticipate where play is going next and position accordingly

Watch for:

- Ball out of play.
- Fouls
- Injuries

Ball out of play

When the ball goes out of play over the touch line or goal line, blow your whistle only if necessary to get the players to stop. Most times you will not need to blow your whistle. Immediately after play has stopped give a clear arm signal to indicate the type of restart and which team gets to take it. Hold the signal until it is clear that most of the players know what is going on. It is also helpful if you call out what the restart is (e.g. "Red throw-in"), however, the vocal signal does not replace the arm signal.

When the ball leaves the field you are not responsible for retrieving it; leave it for the players to get. Take advantage of stoppages to glance around the field to check there are no problems that you might have missed while the ball was in play.

Fouls

When you see a foul and want to award a Free Kick you must blow your whistle to stop play. If the players do not stop immediately you may have to blow your whistle louder and longer to get their attention. Immediately after you have stopped play give a clear arm signal to indicate which direction the free kick is going. Hold the signal until most of the players clue in to what is going on.

Throw In

Once you have indicated a Throw In get into position for the throw. Generally the best position is on the touch line about 10 metres up field from the thrower. As the throw is being taken watch that the throw is taken correctly (both feet on the ground, ball behind and over the head) but do not be too picky.

Goal kick

Once you have signalled for a Goal Kick get into position for the kick. You want to be in a position where you look sideways into the landing area. Keep an eye on the kicker to see where he is going to kick the ball. Prior to the kick being taken ensure the ball is in the goal area and that all defenders are at least 8 metres from the ball and outside the Goal Area.

Corner kick

Once you have signalled for a Corner Kick take up your position for the kick. This will generally be along the Goal Line about two-thirds of the way between the ball and the goal. Check that the ball is within one metre of the corner and that all opponents are at least 8 metres from the ball.

Free kick

Indicate that you have awarded a free kick with a clear arm signal. Do not point to where the kick is to be taken from unless it is clear that the players do not know. Indicate an Indirect Free Kick by raising one arm straight up. Once the kick has been taken keep your arm raised until the ball has been touched by a player other than the kicker.

Position yourself so that you have a side-on view of the anticipated landing area. Glance at the kicker for clues as to where the kick might go. Make sure you will not be in the way.

Substitutions

When a team asks for a substitution immediately give a clear arm signal to indicate whether or not you will allow the substitution. Then watch the area of the restart to make sure play is not restarted until you are satisfied the substitution is complete.

Remember that a team does not have to have possession in order to initiate a substitution. However, the team that does not have possession should not be allowed to take an advantage away from the team with possession by asking for a substitution.

Goal

When a goal is scored indicate it is a good goal by pointing towards the centre spot. A whistle signal is optional. Then take up your position for the kick off.

3 AFTER THE GAME

Blow your special flourish to indicate time is up then collect the ball. Move towards the centre circle and supervise the teams shaking hands. After you have shaken hands with the players return the ball to the team that provided it.

If there were any incidents of verbal abuse by players, coaches or spectators make quick notes to remind you which game it was, which team caused the problem and what was said. When you get home, report the incident by email to one of the members of the Vernon Soccer Referees Association executive so they can follow up on it. The VSRA contacts are on the VSRA webpage (www.vernonsoccer.ca/vra).

4 SIGNALS

Signals are used to communicate with the [referee](#), players and spectators. Signals must be accurate, crisp and held long enough for your decision to be understood.

1. Ball out of play, throw in: face the area where the ball went and signal with a straight arm at 45° above horizontal, pointing in direction of throw.
2. Ball out of play, goal kick: stand facing the goal and point to the goal area, palm down, with your left arm slightly below horizontal.
3. Ball out of play, corner kick: stand facing the goal line, and point towards the corner where the kick is to be taken from. Your arm should be above horizontal.
4. Foul: point in the direction of the kick with your arm above horizontal.
5. Goal: Point towards the centre circle.