

Referee Rules:

King William County Parks and Recreation

Spring Soccer 2023

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6-8 Age Group

5v5 w/ gks 10-minute quarters (2 min quarter breaks / 5 min halftime)

1. **Personal Equipment:** Make sure you have your whistle, watch/phone (to keep time), a coin, and are wearing your referee shirt as well as either tennis shoes or soccer cleats.
2. **Field Equipment:** Bring out bag with game balls. Make sure to set up and check that all goals are secured (by two stakes) and that the corner flags are correctly placed and properly staked into the ground.
3. **Before Game Player Check:** Have the players line up before the game in order to make sure that they are wearing shin guards and have the correct footwear. Players will NOT be able to play without the proper safety equipment. Check for jewelry (necklaces, earrings, ect...). All jewelry must be removed before playing. If the earrings are new and/or unable to be taken out, they must be taped. Jerseys must be visible and worn on the outside of coats or jackets.
4. Before starting the game, call for **Captains** (one player from each team) and flip a coin. Depending on who wins the flip, the player can either choose to start with the ball or choose the side they want to start on. The one who loses the flip can choose what the winner does not choose.
5. During the **Kickoff**, the player who first touches the ball CANNOT touch the ball again until it is touched by another player. The ball can either be passed forwards or backwards to another teammate.
6. Teams will **switch sides** ONLY after halftime. Not after the 1st and 3rd quarter.
7. **Throw-ins:** Player should be behind the out of bounds line and keep both feet on the ground and throw the ball in from directly behind their head. If either one is done incorrectly, they can try once more before possession is given to the other team.
8. **Goal Kicks:** Goalies can place the ball anywhere on the arc. No opposing player may be inside the arc when the kick is being taken.
9. **Goalies** can ONLY throw the ball after receiving it while in play. They CANNOT punt it. If a goalie handles the ball outside the arc, it is treated as a handball, and will thus be a direct free kick for the opposing team wherever it was handled. Goalies should never be substituted during play (only between quarters), barring special circumstances such as an injury.
10. **Substitution:** Teams can substitute at any point in the game. They must be at the half line in order to indicate their desire to sub. Always count to make sure there are the correct number of players on the field before resuming play.
11. **Handballs**, unless clear and obvious, should be minimally called in order to keep the game flowing. Before making the call, consider intent, natural body positions, and potential outcome.

12. **Fouls**, unless clear and obvious, should be minimally called in order to keep the game flowing. Before making the call, consider intent and potential outcome.

13. **Warning/Dismissal:** If for some reason a player commits a reckless/malicious challenge, one in which endangers an opponent, stop the play, and speak to the player and their coach, and force a substitution so that the coach has time to speak with the player and calm them down. If for some reason a second, similar challenge is made, make another forced substitution, and inform the coach that the player is no longer allowed to play/participate in that specific game.

14. **Playing Advantage** is when a potential foul/handball has occurred, but the attacking team still remains in possession. Advantage should be considered as often as possible in order to keep the game flowing.

15. **Direct Free Kick:** The player taking the kick must wait for the whistle before taking the kick. They cannot take the kick before the whistle. Any opposing player should be at least 3 yards away (especially when building a wall).

16. A **Drop Ball** is used to restart a match, after it has been temporarily stopped during play. (i.e. injury, cleat falls off, or some other special circumstance)

17. **Whistles:** One short whistle blast for a kick-off or free kick. One short blast to indicate a foul or to stop play. One short and one long whistle blast to indicate the end of a quarter. Two short and one long blast to indicate the end of the game.

18. **Hand Signals:** One arm raised in the direction of the team in possession for a throw-in. One arm pointed down at the goal for a goal kick. One arm pointed down at the corner for a corner kick. Two arms pointed down in the direction of play to indicate that you're playing advantage.

19. If you see **lightening**, immediately stop the game, and have all players and spectators either wait out in their vehicles or wait out inside the Parks and Recreation/Community Center for no less than 10 minutes. Each time lightning is seen, start the 10-minute timer over again. If the combined stoppage time exceeds 20 minutes total, abandoned the game. If no other lightening is seen, you may resume play with a drop ball or from where the ball last went out.

20. **Offsides:** Even though we will not be calling offsides, we strongly discourage what is considered "cherry picking", meaning that you position an offensive player beside the opposing team's goalie. A ref has the ability to call a foul if this is done intentionally.

9-11 Age Group

9v9 w/ gks 25-minute halves (5 min halftime)

1. **Personal Equipment:** Make sure you have your whistle, watch/phone (to keep time), a coin, and are wearing your referee shirt as well as either tennis shoes or soccer cleats.
2. **Field Equipment:** Bring out bag with game balls. Make sure to set up and check that all goals are secured and weighed down by both sandbags. Correctly place all four corner flags before the game and after the last game make sure to take them down and place back inside the building, along with the 8 stakes, and both sets of game balls (6 total).
3. **Before Game Player Check:** Have the players line up before the game to make sure the players are wearing shin guards and have the correct footwear. Players will NOT be able to play without the proper safety equipment. Check for jewelry (necklaces, earrings, ect...). All jewelry must be removed before playing. If the earrings are new and unable to be taken out, they must be taped. Jerseys must be visible and worn on the outside of coats or jackets.
4. Before starting the game, call for **Captains** (one player from each team) and flip a coin. Depending on who wins the flip, they can either choose to start with the ball, or choose the side they want to start on. The one who loses the flip can choose what the winner does not choose.
5. During the **Kickoff**, the player who first kicks the ball CANNOT touch the ball again until it is touched by another player. The opposing players should be outside the center circle until the ball has been kicked. The ball can be kicked either forward or backward.
6. Teams will **switch sides** after halftime.
7. **Throw-ins:** Player should keep both feet planted on the ground and throw the ball from behind their head. If either is done incorrectly, possession is given to the other team.
8. **Goal Kicks:** Goalie must place the ball on the side of the 6-yard box in which the ball went out on. No opposing player may be inside the box when the kick is being taken. The ball must completely exit the box before any opposing player can touch it. If an opposing player enters the box before the ball has exited, or if the ball does not exit the box, the goal kick may be retaken.
9. **Goalies** can throw or punt the ball after receiving it while in play. Goalies can be substituted during play, but no more than once within the half, barring special circumstances, such as injury. Though this is not recommended. It is suggested that you wait and sub during halftime.
10. **Substitution:** Both teams can sub on any goal kick, after a goal, and at halftime. Possession governs other times teams may substitute. The team in possession may substitute on any dead ball situation (such as throw-in, corner kick, free kick). The team NOT in possession can only sub on dead ball situations when the team IN possession does. They must be at the half line in order

to indicate their desire to sub. Always count to make sure there are the correct number of players on the field before resuming play.

11. **Handballs** should be clear and obvious when making the call. Before making the call, consider intent, natural body positions, and potential outcome.

12. **Fouls** should be clear and obvious when making the call. Before making the call, consider intent and potential outcome.

13. **Warning/Dismissal:**

- **Warning:** A yellow card can be given as a caution or warning when a player: is guilty of unsporting behavior, shows dissent by word or action, or persistently infringes upon the laws of the game. The player will immediately be substituted, giving the coach time to talk to said player.
- **Dismissal:** A red card can be given to a player who has committed a more serious offense, such as violent conduct, and will be forced to sit out the rest of the game.
 - Two yellow cards equal a soft red card (meaning the player is out for the rest of that game but can play in the next game).
 - A straight red card means that no yellow cards were shown, and that the offense was that serious that it warranted immediate dismissal (meaning the player is out for the rest of that game as well as the next).

14. **Playing Advantage** is when a potential foul/handball has occurred, but the attacking team still remains in possession. Advantage should be considered as often as possible in order to keep the game flowing.

15. **Direct Free Kick:** The player taking the kick may take the kick before the whistle unless they ask for the appropriate number of yards, in which, the opposing player should be placed 7 yards away and only then is a whistle needed (especially when building a wall).

16. **Indirect Free Kick:** The ball must be touched 2 times before it can be scored, by either another team member, or accidentally by another opposing player. Used only when the keeper picks up the ball in their box after an intentional pass back from someone from their own team.

17. **Penalty Kick:** Awarded to the attacking team when fouled inside the 18-yard box, or when there is a handball inside the 18-yard box from the defending team. The kicker must wait for the whistle before taking the kick. No one from either team is allowed inside the box until the kick is taken. The keeper must stay on their line until the kick is taken. If the penalty kick taker takes the kick before the whistle, or the players enter the box before the kick is taken, or the keeper comes off their line before the kick is taken, a retake is possible.

18. A **Drop Ball** is used to restart a match, after it has been temporarily stopped during play. (i.e. injury, cleats falls off, or some other special circumstance)

19. **Whistles:** One short whistle blast for a kick-off or free kick. One short blast to indicate a foul or to stop play. One short and one long whistle blast to indicate the end of the half. Two short and one long blast to indicate the end of the game.

20. **Hand Signals:** One arm raised in the direction of the team in possession for a throw-in. One arm pointed down at the goal for a goal kick. One arm pointed down at the corner for a corner kick. Two arms pointed down in the direction of play to indicate that you're playing advantage.

21. If you see **lightening**, immediately stop the game, and have all players and spectators either wait out in their vehicles or wait out inside the Parks and Recreation building for 10 minutes. Each time lightning is seen, start the 10-minute timer over again. If the combined stoppage time exceeds 20 minutes total, abandoned the game. If no other lightening is seen, you may resume play with a drop ball or where from the ball last went out.

22. On extremely hot days, when the weather exceeds 80 degrees AND a team is low on or has no subs, stop the play at around the 12-to-13-minute mark and give both teams a one-minute **water break** (Do not stop the clock). Resume play from where the ball last went out.

23. **Offsides** should only be called when clear and obvious, resulting in a free kick.

12-15 Age Group

(7v7,9v9,11v11) w/ gks 25-minute halves (5 min halftime)

1. **Personal Equipment:** Make sure you have your whistle, watch/phone (to keep time), a coin, and are wearing your referee shirt as well as either tennis shoes or soccer cleats.
2. **Field Equipment:** Bring out bag with game balls. Make sure to set up and check that all goals are secured and weighed down by both sandbags. Correctly place all four corner flags before the game and after the last game make sure to take them down and place back inside the building, along with the 8 stakes, and both sets of game balls (6 total).
3. **Before Game Player Check:** Have the players line up before the game to make sure the players are wearing shin guards and have the correct footwear. Players will NOT be able to play without the proper safety equipment. Check for jewelry (necklaces, earrings, ect...). All jewelry must be removed before playing. If the earrings are new and unable to be taken out, they must be taped. Jerseys must be visible and worn on the outside of coats or jackets.
4. Before starting the game, call for **Captains** (one player from each team) and flip a coin. Depending on who wins the flip, they can either choose to start with the ball, or choose the side they want to start on. The one who loses the flip can choose what the winner does not choose.
5. During the **Kickoff**, the player who first kicks the ball CANNOT touch the ball again until it is touched by another player. The opposing players should be outside the center circle until the ball has been kicked. The ball can be kicked either forward or backward.
6. Teams will **switch sides** after halftime.
7. **Throw-ins:** Player should keep both feet planted on the ground and throw the ball from behind their head. If either is done incorrectly, possession is given to the other team.
8. **Goal Kicks:** Goalie must place the ball on the side of the 6-yard box in which the ball went out on. No opposing player may be inside the box when the kick is being taken. The ball must completely exit the box before any opposing player can touch it. If an opposing player enters the box before the ball has exited, or if the ball does not exit the box, the goal kick may be retaken.
9. **Goalies** can throw or punt the ball after receiving it while in play. Goalies can be substituted during play, but no more than once within the half, barring special circumstances, such as injury. Though this is not recommended. It is suggested that you wait and sub during halftime.
10. **Substitution:** Both teams can sub on any goal kick, after a goal, and at halftime. Possession governs other times teams may substitute. The team in possession may substitute on any dead ball situation (such as throw-in, corner kick, free kick). The team NOT in possession can only sub on dead ball situations when the team IN possession does. They must be at the half line in order

to indicate their desire to sub. Always count to make sure there are the correct number of players on the field before resuming play.

11. **Handballs** should be clear and obvious when making the call. Before making the call, consider intent, natural body positions, and potential outcome.

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13. **Warning/Dismissal:**

- **Warning:** A yellow card can be given as a caution or warning when a player: is guilty of unsporting behavior, shows dissent by word or action, or persistently infringes upon the laws of the game. The player will immediately be substituted, giving the coach time to talk to said player.
- **Dismissal:** A red card can be given to a player who has committed a more serious offense, such as violent conduct, and will be forced to sit out the rest of the game.
 - Two yellow cards equal a soft red card (meaning the player is out for the rest of that game but can play in the next game).
 - A straight red card means that no yellow cards were shown, and that the offense was that serious that it warranted immediate dismissal (meaning the player is out for the rest of that game as well as the next).

14. **Playing Advantage** is when a potential foul/handball has occurred, but the attacking team still remains in possession. Advantage should be considered as often as possible in order to keep the game flowing.

15. **Direct Free Kick:** The player taking the kick may take the kick before the whistle unless they ask for the appropriate number of yards , in which, the opposing player should be placed 6-7 yards away and only then is a whistle needed (especially when building a wall).

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21. If you see **lightening**, immediately stop the game, and have all players and spectators either wait out in their vehicles or wait out inside the Parks and Recreation building for 10 minutes. Each time lightning is seen, start the 10-minute timer over again. If the combined stoppage time exceeds 20 minutes total, abandoned the game. If no other lightening is seen, you may resume play with a drop ball or where from the ball last went out.

22. On extremely hot days, when the weather exceeds 80 degrees AND a team is low on or has no subs, stop the play at around the 15-minute mark and give both teams a one-minute **water break** (Do not stop the clock). Resume play from where the ball last went out.

23. **Offsides** should be called when clear and obvious.

Field Layout:

REC Soccer League (Fall & Spring)

