



Soccer Association of Independence U11/12 Referee's



At this age the focus remains on the players having fun.

Main Age division specific rules:

- No Double Touches
 - If a double touch infraction occurs, blow whistle and award opposing team the kick.
- Opponents must be eight (8) yards away on free kicks

Arriving at the fields:

- Arrive 30 minutes prior to your first game
- Locate the Referee tub, usually kept along the fence
- Locate your game cards in the tub

Pre-Game:

- Review the age division specific rules for your game!
- Inspect your field of play, nets attached to goal, etc.

Player Check-in:

- Check in players 10 Minutes before the start of the game.
- Make sure all players have proper equipment, no bracelets, etc.
- Ear rings – No earrings are allowed.



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Game Cards:

- Players should be listed in numerical order. First and Last Names on game card.
- Place tally marks next to player for each goal scored
- Total tally marks and write final score on bottom of each sticky back.
- Have coach initial game card at end of game.
- On back side of game card, next to teams name, write in final score.
- Completed game cards go back in referee tub inside plastic binder

Starting the game:

- Call for captains, 5 Minutes before game time.
- Visiting team calls heads or tails (use 1 or 2 fingers behind back if you do not have a coin).
- Winner of call elects which end they want to defend, loser of call has kick-off.
- Home team provides a game ball, size 4.



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Kick-Off:

- Make sure both teams are lined up and on their side of the field.
- Let players know which team is kicking off
- Blow Whistle one time to start game (Blow whistle LOUD).
- If defending team enters center circle before ball is played, redo the kick-off.



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Positioning during play:

- There are three (3) referee's for U9/10 games. Work as a TEAM!.
 - Center Referee controls the game.
- Center Referee
 - Move around to all different areas on the field, do NOT just run up and down one side.
 - Try to stay opposite of your assistant
 - Utilize your assistants to help on fouls in their quadrant
- Assistant Referees
 - You are responsible to see if ball goes out of play on side lines and end lines, make sure you are in a position to see this.
 - Assistant Referee's should mirror each other.
 - An AR should back up the Center on time.
 - An AR should back up the Center on score



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Substitutions:

- Allow Substitutions any time the ball is “out of play”
 - Communicate with Center referee when you have Sub – He will call the subs on.
 - Keep flag behind back until all players are off
- If the opposing team starts playing before the substitutions is complete, blow whistle and restart
- Blow whistle one time to restart play (Blow whistle LOUD).

Ball out of bounds:

- Signal the direction for the “Throw - in”.
- Communicate with the Center Referee when making call.
- Be Confident in which direction, the more confident you are, the less you will be questioned.



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Goal Kicks:

- Point to the goal box to signal a goal kick
- Check to see if either team wants to sub
- Blow the whistle one time to restart play
- The attacking team must be clear of the Penalty area.
 - If the ball does not clear the penalty area, blow whistle to stop play and retake the kick.

Corner Kicks:

- Point to the corner flag to signal a corner kick to let the teams know it is a corner kick.
- Check to see if either team wants to sub
- Make sure opposing team is a minimum of 8 yards from the ball for restart.
- Blow the whistle one time to restart play.
- Corner Kicks are Direct kicks

Goal Scored:

- Record the number of the player who scored the goal on appropriate team. If the defending team scores in their own goal, the last attacking player who touched the ball gets credit.

Goalie Punts:

- An indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or dropkicks the ball in the air from his penalty area into the opponents penalty area.



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Calling Fouls:

- You will start to see more fouls at the U11/12 level. Call anything that looks like a foul by blowing your whistle loud. **THE BIGGEST COMPLAINT I RECEIVE IS LETTING PLAY BE TOO ROUGH, CALL THE FOULS.**
- Signal the direction of the kick.
- Explain to the player who committed the foul what they did wrong.
- Inform the teams of whose kick it is.
- Make sure opposing team is a minimum of 8 yards from ball for restart.
- Signal if it is a direct or indirect kick
- Inform the attacking team to wait for whistle to restart play.
- Blow whistle (loud) to restart play
- If the defending team starts moving forward towards the ball after you blow your whistle but before the ball is kicked, blow your whistle to stop play and redo the kick. Instruct the defending team to wait for the kick, not the whistle.
- If the foul occurs inside the Penalty area that warrants a direct kick, it is a penalty kick.
 - The AR moves in to the edge of the Penalty box and watches the Goal Keep, make sure he stays on line until ball is kicked.
 - The Center Referee positions himself on the opposite side, out past the 8 yard mark.



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Injuries:

- At all levels we need to stop play for injuries, but especially at this age.
 - If a player is injured, immediately stop play and tend to the injured player.
 - Only if a team has a clear advantage of attacking numbers should you play advantage, if you do, make sure to yell advantage and raise both your arms. If a player is seriously injured, blow whistle and DO NOT play advantage.
- Restart play with a drop ball between both teams if the ball was in play.

Keeping Time:

- The Center Referee is in charge of the official time. 1 AR should back them up on time. If a coach asks how much time is remaining, inform them around xx time, but the Center has the official time.
- U11/12 Plays two (2) 30 Minute Halves. 5 Minute halftime.
 - Blow the whistle (loud) twice to end half and three times to end the game.
- There is no stoppage time in the U11/12 division.



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Protecting the Goalie:

- When the Goalie goes to play the ball and gets at least one hand on it, the Goalie has possession of the ball. If another player attempts to play it, blow your whistle to stop play and tell the attacking play not to kick the ball with the Goalie has his hand on it.
 - If players are close when the Goalie gains possession (hand on ball), yell Goalie has it to assist in players not kicking at it.

Goalie Punting or Throwing the Ball:

- If a Goalie runs up to the top of the box to punt or throw the ball, and crosses the line call a hand ball.
- If an attacking player tries to interfere with the Goalie punting or throwing the ball, warn the attacking player that it is against the rules for them to do it. If he interferes with the play, call the foul and award a free kick for the defending team.
- An indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or dropkicks the ball in the air from his penalty area into the opponents penalty area.



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Coach and/or Parent Issues:

- Coaches:
 - Issue a verbal warning to stop
 - Inform you are calling it how you see it.
 - If he continues, issue a yellow card, record on game card, fill out Caution Coach Form at end of game
 - Notify Bobby and/or Mark if this happens
 - In form coach if it continues, you will dismiss him (Red card).
 - If he continues, issue a red card and have him leave premises – be sure to fill out Ejection Form at end of game
 - If he fails to leave, do NOT restart game until he does. Inform him it will be a forfeit if he fails to leave.
 - Locate Field Monitor if you need assistance.
- Parents:
 - Instruct the COACH to quiet his parents down
 - If it continues, issue the COACH a yellow card – Fill out Caution Coach Form at end of game
 - Locate Field Monitor if needed to remove parent
 - If it continues, issue the COACH a red card (can go directly to Red if warranted) – Fill out Ejection Form at end of game.
 - Notify Bobby immediately after game of any red cards issued (Coach or Player)
 - Locate Field Monitor if needed for assistance