



Soccer Association of Independence U6 Referee's



At this age the main focus of the referee is to ensure all players are having fun.

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.
- At U6, they do not have player cards, the coach will supply a sticky back roster, call names off it
- Make sure all players have proper equipment, no bracelets, etc.
- Ear rings are allowed, but must be covered with tape.



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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 3.



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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
- Ask players which direction they are going and make sure they know
- Blow Whistle one time to start game (Blow whistle LOUD).
- If defending team enters center circle before ball is played, redo the kick-off.
- At U6, we generally allow “double touch”.
- Each team is allowed to have 1 coach on the field of play, make sure they do NOT interfere with the play of the game.

Positioning during play:

- There is only 1 referee for U6 games. So try to stay ahead of the play.
- Move around to all different areas on the field, do NOT just run up and down one side.
- 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.



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Substitutions:

- Allow Substitutions any time the ball is “out of play”
- 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:

- Blow the whistle (Loud) one time to stop players. If they continue to play, blow whistle again until they stop.
- Signal the direction for the “kick-in”.
- Yell the color of the team who gets the kick-in.
- Get the ball and place it on the touch line.
- Blow the whistle one time to restart play.
- All kicks are in-direct (can not score without being touched by a player (offense or defense)).



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Goal Kicks:

- Point to the goal box to signal a goal kick and yell to let the teams know it is a goal kick.
- Get the ball and place it within the goal box
- Make sure opposing team is a minimum of 5 yards from ball for restart.
- Blow the whistle one time to restart play
- All kicks are in-direct (can not score without being touched by a player (offense or defense).

Corner Kicks:

- Point to the corner flag to signal a corner kick and yell to let the teams know it is a corner kick.
- Get the ball and place it within the corner arc of field.
- Make sure opposing team is a minimum of 5 yards from the ball for restart.
- Blow the whistle one time to restart play.
- All kicks are in-direct (can not score without being touched by a player (offense or defense).

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.



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Calling Fouls:

- Even at the U6 level there will be some fouls. 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 5 yards from ball for restart.
- All kicks are in-direct (can not score without being touched by a player (offense or defense)).
- 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.



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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.
 - At this age, do not worry about advantage – Stop the play.
- Restart play with a drop ball between both teams if the ball was in play.

Lopsided games:

- If a team is up by 5 goals, the opposing team is allowed to add an additional player on the field of play (4 v 3). If the goal difference goes below 5, then they have to remove a player and go back to 3 v 3.
- If a team is up by 10 goals, the opposing team is allowed to add another additional player on the field of play (5 v 3). Again if the goal difference goes below 10, they have to remove that player and go back to 4 v 3.



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Double touches:

- At this age we often see double touches.
 - Double touches are discouraged but may be allowed.
 - DO NOT allow a goal off a double touch.

Keeping Time:

- U6 Plays 4, 8 minute quarters.
 - Blow the whistle (loud) twice to end each quarter and three times to end the game.
- There is no stoppage time in the U6 division.
- Allow a couple of minutes between the quarters and 5 minutes for half time.



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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
 - Inform coach if it continues, you will dismiss him (Red card).
 - If he continues, issue a red card and have him leave premises – 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