



Soccer Association of Independence U7/8 Referee's



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

Main Age division specific rules:

- All Kicks are in-direct (including hand balls)
- No Double Touches
 - If a double touch infraction occurs, blow whistle and retake kick. If 2nd infraction, blow whistle and opposing team gets kick.
- Opponents must be five (5) yards away on free kicks
- No Throw-ins, everything is a kick in (Indirect)
- No Off sides

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 U7/8, we check player cards, state rosters, and sticky backs. Also check coaches card
- 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.



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Positioning during play:

- There are two (2) referee's for U7/8 games. Work as a TEAM!
 - Communicate with each other when you are subbing, etc.
- Move around to all different areas on the field, do NOT just run up and down one side.
 - Stay at an angle from the other referee, try to keep the ball between you and the opposite referee
- 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.
- When the team is attacking on your half of the field, the ball should never get past you until it has gone out of bounds. You should ALWAYS reach the goal line before a shot is taken so you can see if it goes across the goal line.
- When a team is leaving your half of the field, you should be trailing the ball so that if it comes the other way, you are in position to get to the goal line before the ball does.



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Substitutions:

- Allow Substitutions any time the ball is “out of play”
 - Communicate with other referee when you are substituting.
- 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)).
- 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 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)).
- The other referee should be positioned about halfway between mid-field and the penalty area.

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.
 - While Referee one (1) is recording the goal, Referee two (2) retrieve ball and place for kick-off. **TEAMWORK!**
 - Referee two look to see if there are any substitutions while Referee one is recording goal and while you are placing ball at midfield.



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Calling Fouls:

- You will start to see more fouls at the U7/8 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 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.
- If the foul occurs inside the Penalty area, it is still an indirect kick and move out to the penalty line.



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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:

- One (1) referee is in charge of the official time. Referee 2 should back them up on time.
 - Usually Referee 1 will keep official score and Referee 2 will keep official time.
- U7/8 Plays two (2) 20 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 U7/8 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, do NOT call a hand ball. Let play continue and when the opportunity arises, verbally tell the goalie to watch crossing the line. If this continues, then call the 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.



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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