

WATERBURY YOUTH SOCCER GAME RULES & OFFICIALS' TIPS

GAME RULES

Players & Time:

- Grade 3/4 play two 25-min. halves (5-min. halftime).
- Grade 5/6 play two 25-min. halves (5-min. halftime).
- All matches are 7 vs. 7 (including Goalies, who must wear a color that is different from BOTH teams).
- Coaches may not agree to play with more players or for different lengths of time.

Fouls & Free Kicks:

- There are 2 Types of Free Kicks: (1) Direct Free Kicks & (2) Indirect Free Kicks
 - Fouls resulting in a Direct Free Kick: (infractions that end in “ing”) Tripping, Holding, Charging, Pushing, & Hand[ling the] Ball
 - Fouls resulting in an Indirect Free Kick: Dangerous Play, Obstruction, Offside, Delay of Game, & Intentional Pass-Back to Goalie
- No penalty kicks. Fouls occurring inside the penalty box will result in a Free Kick on the 18-yard-line. Drop Balls occurring inside the box must be moved to the 18-yard-line.
- An Indirect Free Kick must be touched TWICE before it will count as a goal.
- A defensive team must stand back at least 10 yards from a person taking a Free Kick.

Substitutions:

- Coaches must **ASK** the Official to substitute. If permitted, blow your whistle and waive on the players.
- Coaches may substitute under five circumstances: **(1)** on own throw-in; **(2)** on own corner kick; **(3)** on any goal kick; **(4)** when there is an injury; and **(5)** any time the other team is legally subbing players.
- Players must wait at the Centerline for permission to substitute. No “subbing from the bench.”

Offside:

- Definition: When a Player is ahead of the ball and has fewer than 2 opponents between him/her and the goal.
- When Called: When the Offside Player is passed the ball (or otherwise becomes involved in the play)
- Offside does not apply on throw-ins or corner kicks.

Throw-Ins:

- Must be made with two hands over the head and both feet on the ground. No twisting. Ball must go completely over the head.
- Feet may touch the line, but no feet may cross the line.
- Opponents must stand back 3-feet from the thrower.
- Foul throw in Grade 3/4 results in a warning and a re-throw. Explain the rule and let them try again. Foul throw in Grade 5/6 results in an immediate possession change.

Other Rules:

- A Goal Kick must leave the penalty box before it is touched by anyone (retake the kick if violation)
 - Defensive Players can stand inside the penalty box, but cannot touch the ball until it leaves
- A Goalie cannot pick up a back-pass from his/her own teammate (indirect Free Kick on 18-yard line)
- Play should restart with a Drop Ball in the event of an injury, an inadvertent whistle, or where possession is uncertain. A Drop Ball should take place where the ball was when play was stopped.
- A ball is not out of bounds until the entire ball crosses over the white line.

OFFICIALS' TIPS

General Tips:

- Be confident. Officials are human and will make mistakes. The game will go on.
- Always carry a copy of the WYS Game Rules. And know the Rules (Substitution Rules in particular).
- BLOW THAT WHISTLE. Blow it loud.
- USE YOUR ARMS to signal the direction of the call.
- RUN. Cover your half of the field by running all the way to the end line. See diagram below.
- Coordinate who is keeping time with your partner Official.
- Arrive at least 15 minutes before you are scheduled to officiate.

Pre-Game Coaches Conference:

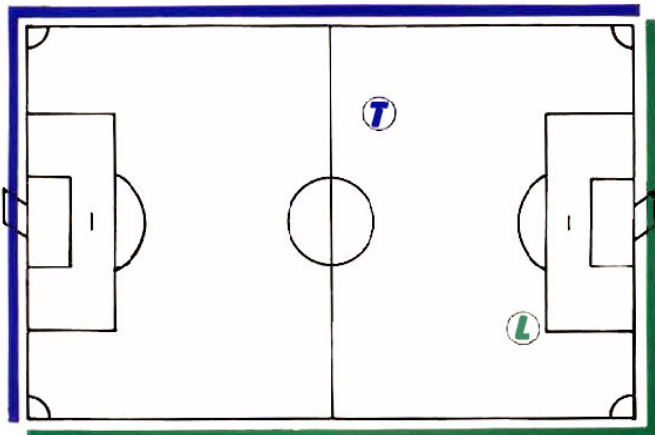
- While the teams are warming up, introduce yourself to both coaches.
- Explain the length of the halves (or quarters).
- Explain the Substitution Rules—that they **must ask for permission** to substitute—and have the players substitute from the Centerline.

Coin Toss:

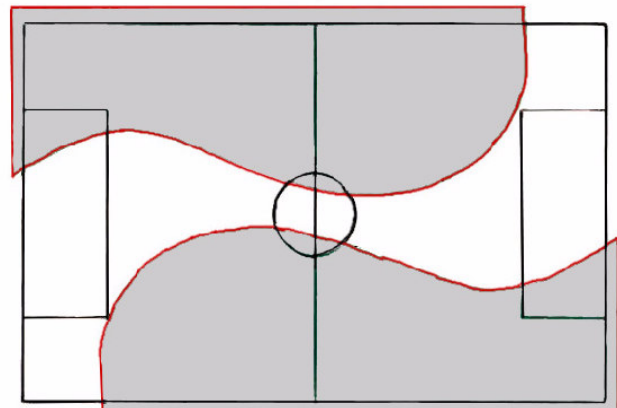
- Conduct a coin toss about 3 minutes before the start of the game.
- Introduce yourself to the Captains. Have the Captains introduce themselves to each other.
- Visiting Team call Heads/Tails.
- Winning Team chooses either (1) Kickoff (We'll take ball), or (2) A particular side of the field (We'll defend that side; or We'll shoot that way).
- The Losing Team gets the option not chosen by the Winning Team. For example, if the Winning Team chooses Kickoff, the Losing Team should choose a side of the field.

Working the 2-Person System:

- Games are officiated in pairs, working together as a team.
- Positioning is 90% of your credibility. In other words, the better position you are in, the more likely fans and Coaches will believe your call is correct.
 - Each official is responsible for 1 Sideline and 1 End line, as shown in the diagram on the left (in either blue or green).
 - Each official should position him/herself to cover one of the areas shaded below in the second diagram. Be sure to run all the way to the end line to make an out-of-bounds call.
 - Work as a team: When the ball is deep in the penalty box, and your partner is watching the endline, drop towards the penalty box to help watch for fouls.
- In addition to watching for fouls and covering the out-of-bounds, officials should watch for offside.
- It is better to have 2 whistles blown than no whistles blown.



Out of bounds responsibility



Field coverage responsibility

