UC Irvine 9-on-9 Soccer Officials Training

January 9, 2014
What We Will Cover

- What it Means to Officiate
- Game Elements Review
- Pre-Game
- During Game
  - Positioning/Movement
  - Zones of Coverage
  - Calling Fouls/Controlling Contact
  - Mechanics
- Offsides
- Soccer Officiating Topics
What It Takes to Officiate Indoor Soccer

- Confidence
- Rules Knowledge
- Game/Contact Control
- Attitude
Game Elements Review

- Show up at least **15 minutes early**
- Six players on the court
  - Coed: must be three females
  - To Start: must have at least five players; Coed: must have at least two females
- NO JEWELRY – check prior to start
- Players must have on same color team shirts (except goalkeeper)
Game Elements Review

• One timeout allotted per game – must be called while in team possession on defensive half of court (GK control OK)

• Substitutions:
  – “On-the-Fly”
  – ONLY through player gate—no hopping wall
  – Must wait until player exiting is ENTIRELY off court
    • Last two—penalized with Yellow Card for offending player

• 20-minute halves, 3-minute halftime, running clock at all times (use judgment)

• Mercy Rule: Ahead by 5 or more goals at any point during final 3 minutes of game
Game Elements Review

• Overtime: 5-minute “Golden Goal” OT period
  – If still tied, goes to PKs—any player may take them
  – Coed: PKs must alternate between genders

• Coin Toss: determines who gets ball/chooses side; team who does not start with ball in 1st half will start with possession in the 2nd half

• Kickoff must go backward (no goal can be scored), and players must be at least 3 yards from the ball
Pre-Game

• Show up ready to work and dressed appropriately

• Introduce yourself to your partner officials

• Check all player IDs individually and check-off those who are present with an ID

• Captains Meeting
  – Take control
  – Emphasize good sportsmanship and vital game rules
  – Substitutions
  – Jewelry/Player Equipment reminder
Positioning

• Two-person system

• Lead Official and Trail Official—much like Basketball
  – Diagonal system
  – Movement
  – Getting to the goal line
  – Equal authority
  – Maintain mental focus
  – Hustle is important!

• On a PK—Lead on endline, Trail on midline
Positioning/Areas of Coverage
Movement During Play

- Don’t be “stuck to the wall”
  - But also, don’t get caught too far in the middle

- As the Trail Official, be sure to watch off-ball contact
  - Controlling rough play

- Work to create the best angle
Scoring and Ball Out of Play

• To score a goal, the **entire** ball must pass over the goal line and into the goal.

• The ball is out of bounds only when the ball has gone outside the playing lines:
  – Balcony, team bench

• Ball in the rafters/basketball hoop – **2-minute time penalty** and Indirect Free Kick:
  – Can additionally penalize with **Yellow Card** if excessive
  – Penalized player is sent off, and team will play down
  – Once goal is scored, player may return
Goal Kicks/Throws

• When the ball is handled or possessed by the goalkeeper, he/she has three options:
  – Throw it
  – Kick it
  – Play it and become a field player

• Throw cannot cross midline (Indirect Free Kick)

• Kick may travel anywhere on court, and a goal can be scored

• Can become a field player, but remains the GK (no person can “sub” and take over duties)
Goalie Rules

• One finger on ball = possession

• The goalkeeper has six seconds to release the ball into play once handled
  – Warn and enforce consistently!

• The goalkeeper may not be charged into or obstructed

• May not handle ball outside penalty area; however, may play with foot first, bring into penalty area, then handle
Free Kicks

- **Direct** free kicks can score a goal
- **Indirect** free kicks must touch or be touched by another player before a goal may be scored

- All opposing players must be at least 5 yards away from the ball when a free kick is made

- The player making the kick shall not play the ball again until it has been touched by another player
Penalty Kick

- When a team commits a foul within the penalty area, a penalty kick shall be taken from the penalty spot, directly in front of goal at the top of the penalty box.

- The opposing goalkeeper shall stand on the goal line in-between the goal posts until the ball has been kicked.

- All players will remain on the other half of the midline until the ball has been kicked.

- The ball is in play once it has been touched:
  - Any foul by the offense results in the appropriate free kick for the defense, and a made goal will be nullified.
  - Any foul by the defense results in a re-kick for the offense, unless a goal has been scored.
Fouls Resulting in a Direct Kick

- Kicking an Opponent
- Tripping an Opponent
- Jumping at an Opponent
- Charging into an Opponent
  - Including contact that forces a player to place both hands on the wall
- Striking or Opponent
- Holding an Opponent
- Pushing an Opponent
- Slide Tackling an Opponent
- Hand Ball
  - A hand ball that occurs to directly stop a goal attempt will be penalized with a Red Card, the offending player will be ejected, and a penalty kick administered against the offending team
Fouls Resulting in an Indirect Kick

• Playing in a dangerous manner (ex. high kick)
• Intentionally obstructing an opponent when not playing the ball – using the wall
• Goal Throw Violation as Goalkeeper (past midline)
• Charging the goalkeeper
• Indulging in Time-Wasting Tactics
• Illegal Substitution
Using the Wall

- Players must only use hands on the wall to slow down momentum.

- A player may not use a hand on the wall to gain an advantage.

- A player may not use two hands on the wall to shield an opposing defender from the ball (Obstruction—Indirect Free Kick for opposing team).

- It is illegal for a defender to charge into an offensive player with such force that the offensive player must put both hands on the wall.
Yellow Card

• A player shall be given a Yellow Card when he/she:
  – Commits a substitution violation
  – Slide tackling
  – Persistently infringes the rules of the game
  – Argues the decision of the officials
  – Behaves in an unsportsmanlike manner
  – Engages in excessive rough play after being warned by an official

• **Yellow Card** offenses result in a direct free kick for the opposing team from the **spot of the infringement** (not where the ball was when the foul occurred)
Red Card (Ejection)

- A player shall be given a Red Card for the following offenses:
  - Serious foul play or violent conduct
    - “Last-man” Rule
    - Push into the wall
  - Persistent use of foul/abusive language
  - A second Yellow Card offense
  - Commits a hand ball penalty to prevent a goal

- Red Card offenses result in a direct free kick for the opposing team at the spot if the infringement, except when committed within the penalty box, in which case the result is a penalty kick

- The team receiving the Red Card shall play down a player for the remainder of the game
Mechanics and Signals

• Two most important things:
  – LOUD WHISTLE
  – LOUD VOICE

• You control your game through your whistle and voice
  – Be extremely vocal—shows players you are into the game
Mechanics and Signals

• Third most important thing:
  – CRISP MECHANICS


• Don’t be relaxed or lazy with mechanics
  – Perception is reality
Soccer Officiating Topics

• Remind the participants—these are IMs, and contact will be called to maintain player safety

• Displacement
  – Must get called, Displacement “no calls” lead to serious injuries
  – Don’t let rough players gain advantages

• Incidental contact:
  – “Play on!” – let’s players know you are paying close attention

• Advantage Concept:
  – Don’t take away a scoring opportunity to call a foul
  – You have 2-3 seconds to call it back
  – Proper mechanic

• Hand Ball
  – Intent And/or Advantage
Soccer Officiating Topics

• Consistency
  – All officials must call the game the same each night
  – It gives players similar expectations of officials
  – Be fair to the next crew
  – Past Examples:
    • Displacement allowed
    • Rough play allowed

• Communication
  – With both players and fellow officials
  – Ask, Tell, Dismiss Method

• Continual Rules Study
Sportsmanship

• Following each game, you must rate each team’s sportsmanship

• Use the guideline statements to choose the best rating
  - 4 Excellent: Team members and fans were cooperative with officials and were respectful of opponents and officials. The captain has full control of his/her team.
  - 3 Above Average: Team members and fans were respectful of opponents and officials except for one or two minor incidents.
  - 2 Below Average: Team members or fans were disrespectful of opponents or officials on a number of occasions. Captain shows little control over his/her team.
  - 1 Poor: Team members or fans constantly comment to opponents and officials and are disrespectful. Team captain shows no control over his/her team.

• Document ALL sportsmanship in writing, and DETAIL any “2” or “1” ratings on the back of the scoresheet
  - Remember—teams START at a “2.5,” and have to earn a better/worse rating. NO HALF RATINGS!
Soccer Officials Information

- Weekly Officials Schedules posted every Wednesday on [www.whentowork.com](http://www.whentowork.com)
  - Update your availability WEEKLY!
  - Soccer run on Monday and Tuesday nights, potentially Sunday evenings
Meeting Wrap-Up

- Questions on rules and mechanics

- Upcoming Training Dates:
  - Monday, April 7 – 6:30-8:00pm (Back Court Gym) for On-Field Training/Scrimmage

- Games start Monday, April 14 – schedule will be out next Wednesday