UC Irvine 9-on-9 Soccer Officials Training

January 9, 2014
What We Will Cover

• What it Means to Officiate
• Game Rules
• Pre-Game
• During Game
  – Positioning/Movement
  – Zones of Coverage
  – Calling Fouls/Controlling Contact
  – Mechanics
• Offsides
• Soccer Officiating Topics
What It Takes to Officiate Outdoor Soccer

• Confidence
• Rules Knowledge
• Game Control
• Attitude
IM Soccer Rules

• We will first break into groups to review all UCI 9-on-9 Soccer Rules.
Pre-Game

• Show up on time, ready to work, 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

• Three-person “Diagonal System of Control”
• Head Referee – “working the field”
  – The only whistle
  – Make all judgments on contact, assist on OOB
• Two Assistant Referees (ARs) – “own the sideline”
  – OOB Calls
  – OFFSIDES
  – Goal Line
• Hustle is important!
Positioning/Zones of Coverage
Movement During Play

• As the Assistant Referee
  – Working your sideline
  – Staying even with the second-to-last defender
    • The goalie, in most cases, is the last defender
• As the Referee
  – The “flow of play”
  – Anticipate where the ball is going
Kickoffs

- All players will start on their own halves and be at least 5 yards away from the ball until it has been kicked off.

- The kickoff must be kicked **forward**
  - A goal CAN be scored from a kickoff.

- The kicker shall not play the ball a second time until it has been touched by another player.

- After a goal, the team scored upon will resume play with a kickoff.
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.
  – The opposing team of the team that kicks the ball out-of-bounds shall receive a throw-in at the spot closest to where the ball went out-of-bounds.
Throw-Ins

- Ball must go behind the thrower’s head, and both feet must remain on the ground through the throw
- When deciding a throw-in (“50/50” call), use your best judgment to determine who touched the ball last. Stick to your decision
Goal Kicks/Throws

• When the ball is handled or possessed by the goalkeeper, he/she has two options:
  – Throw it
  – Kick it

• The throw/kick must be made from the penalty area and may be thrown/kicked to anywhere on the field

• If the offense kicks the ball over the end line, a goal kick can be taken by any player on the opposing team
Goalie Rules

• The goalkeeper may roll the ball out of the box and become a field player, but may not handle the ball outside the penalty area.
• The goalkeeper has six seconds to release the ball into play once handled.
  – Goalkeeper possession is defined as having one finger on the ball.
• The goalkeeper may not be charged into or obstructed.
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 10 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 inside 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 outside of the penalty box until the ball has been kicked (outside the 18).

• 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
- Charging the goalkeeper
- Indulging in Time-Wasting Tactics
- Illegal Substitution
- Offsides
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
  - Persistent use of foul/abusive language
  - A second yellow card offense
  - Receiving a hand ball penalty in front of goal that prevents an open goal from being scored
  - 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
“Golden Goal” Overtime Period

• In case of a tie, a 5-minute “Golden Goal” sudden death overtime period will be played

• The choice of ends and the kickoff will be decided by a coin toss

• If the game remains tied at the end of the 5-minute overtime period, the game will be decided by a penalty shoot-out
Mechanics and Signals

- Two most important things:
  - LOUD WHISTLE
  - LOUD VOICE

- Examples:
  - Referee http://www.youtube.com/watch?v=FMWygAZg4_I
  - Assistant Referee http://www.youtube.com/watch?v=Hf8pRBpKOPs
Mechanics and Signals

• Third most important thing:
  – CRISP MECHANICS

• Direct Kick:
  – Whistle, the arm out 90 degrees toward attacking direction of the fouled team

• Indirect Kick:
  – Whistle, then hand straight up, drop when ball touches another player
    • Here, you may also point to spot of where the indirect kick will be taken from

• Penalty Kick:
  – Whistle, verbalize “penalty kick”, then run and point to the spot
Offsides

• The judgment of the Assistant Referee

• Defined as (at the most basic level): A player is in an offside position if he/she is closer to the goal line than both the ball and the second-to-last defender, but only if he is in the opposition half of the field.

• This does not always mean it is a penalty
  – The key to it being a violation—was he or she involved in the active play

• http://www.youtube.com/watch?v=DCyP92TVWSQ
Soccer Officiating Topics

• Remind the participants—this is NOT high school/collegiate soccer, and IM rules are different in regards to contact

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

• Incidental contact:
  – “Play on!”

• 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

- Moving the Wall (on a Free Kick)
- 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
- Proactive Officiating
- 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.

• Be sure to let the supervisor know about any yellow or red cards given
  – 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)
  – Schedules will be for the following week
  – Update availability on WhentoWork by each Wednesday at 9:00 AM
  – If your availability is not current, you are fair game to be scheduled for work—update it weekly!
Meeting Wrap-Up

- Questions on rules and mechanics
- Upcoming Training Dates:
  - Monday, January 13 – 6:30-8:30pm (Main Field) for On-Field Training
  - Thursday, January 16 – 6:30-8:15pm (Main Field) for Refereed Scrimmages
- Games start Tuesday, January 21—schedule will be out next Wednesday
  - Set your availability tonight!