

# AYSO Referee Training Program



## Pre-Game Preparation Module 3

# AYSO (young player) Referees

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*Understanding the level and abilities of the players will assist you in your role of referee*



- ❖ Part teacher, part facilitator, part “fair play” arbiter
  - ▶ For younger players, emphasis is on positive instruction
  - ▶ Give enthusiasm to kids; Convey the spirit of the game
  - ▶ Help them learn the basics, but let them play
  
- ❖ Referees are volunteers
  - ▶ Just like the players and coaches
  - ▶ Everyone's learning... And having fun

# Soccer Referee

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Referee is single authority on and near the field of play:

- ❖ Decision is hers and final
  - ▶ Prosecutor, Judge and Jury all in one
- ❖ No protest of decision during or after the game allowed

With this power comes responsibility:

- ❖ Continually strive to learn the game and rules
  - ▶ Do not create new rules or techniques
- ❖ Use humor and honesty to ease tensions
- ❖ Constantly think: *“How can I keep or restore safety, fairness and fun and get the ball back in play”*
- ❖ Do not dwell on mistakes made
  - ▶ accept them, admit them, vow to do better, and get the game going again

# Pre-game Inspections

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- ❖ Focus on safety inspections:
  - ▶ Field of play (Law 1)
  - ▶ Ball (Law 2)
  - ▶ Players (Law 3)
  - ▶ Players equipment (Law 4)



# Field of Play (U8 small sided)



*Note: on U8 field, Goal Area and Penalty Area bounding lines are coincident*

# Safety Inspection (Law 1)

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- ❖ Lines
- ❖ Goals and Nets
- ❖ Corner Flags
- ❖ Field itself (Pitch\*)
- ❖ “Into Touch” Area

# Injury Prevention

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Environmental Conditions may present hazards:

- **Wet field**
- **Dry field**
- **Hot day**
- **Cold day**
- **Electrical storms**
- **Smog**

Referees must *work with coaches* to ensure safety of the players.

# Injury Prevention

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Physical Surroundings may present hazards:

- **Goalposts, crossbars and nets are the most common source of injury**
- **Structures near fields - walls, fences etc...**
- **Sprinkler heads (mark with cone if problem)**
- **Seating - player/coach area**
- **Foreign objects on or near field - broken glass, debris, goal or corner flag stakes, dog feces, etc... REMOVE IF POSSIBLE**

Referees must *work with coaches* to ensure safety of the players.

# The Ball (Law 2)

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- ❖ Choose from balls offered by home team
  - ▶ Remember whose ball you took!  
(See “after the game”)
- ❖ Size #3 (U6/U8)
- ❖ No rough edges
- ❖ Round and Balanced
- ❖ Inflated to “two-thumb” pressure or more

# The Players (Law 3)

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- ❖ Obtain Line-up (roster) cards
  - ▶ Players listed in numerical order
  - ▶ Insist that “quarters played” be blank
  - ▶ More on how to fill them out later
- ❖ Coaches must have medical and emergency treatment authorization in their possession
  - ▶ i.e. registration form with special medical conditions noted and medical release signed
  - ▶ Referees are not required, or recommended, to ask if the forms are in the coaches possession. It is the coach’s responsibility to have the forms at all times

# Player Equipment and Safety

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- ❖ Must have the 5 S's:
  - ▶ Shoes, Socks, Shin Guards, Shorts, Shirt
  - ▶ Tuck shirts in, short strings inside, shoe laces tied
- ❖ Nothing dangerous (in your opinion)
  - ▶ No hard casts (NOT EVEN PADDED!!!)
  - ▶ No hats (*except knit by keeper on very cold morning maybe*)
  - ▶ No earrings (even if just pierced)
  - ▶ No metal berets, clips, or pins in hair
  - ▶ No sun glasses (*except prescription*)
  - ▶ No necklace
  - ▶ No watch
  - ▶ No jewelry or any kind  
(*even for referee except watch and maybe wedding band*)
  - ▶ No bracelets even if strings
  - ▶ Medic alert bracelets, insulin pumps, skin covering OK if (1) properly secured, (2) required for religious or medical reasons, (3) safe, and (4) not advantageous
- ❖ Not dangerous to the player or others

# The Coin Toss

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- ❖ Visiting Team calls the toss.
- ❖ Winner of Toss selects the goal it will attack in the 1st half
- ❖ Loser gets kick off
- ❖ Write kicking team and direction of attack on roster card or game record
- ❖ Reverse these selections for the start of 2<sup>nd</sup> half\*\*

# Pre-game with Young Players

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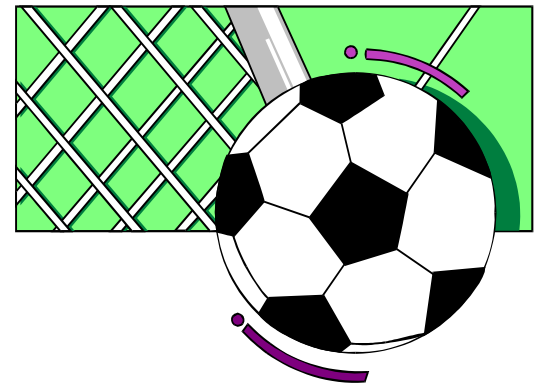
Convention often used:

- ❖ Call both teams to center circle
- ❖ Have both teams lineup facing each other; about 2 yards apart
- ❖ Introduce each team to the other
- ❖ Inspect both teams at the same time
- ❖ Call for Captains and conduct coin toss
- ❖ Provide any pre-game safety or procedural messages
- ❖ Wish them and the coaches a good game

# Review

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- ❖ Arrive early (20-30 minutes) and prepared
- ❖ Get into the proper mindset
- ❖ Verify fielded team size with coaches
- ❖ Get and prepare lineup cards
- ❖ Inspect field
- ❖ Acquire and check ball
- ❖ Inspect players;  
talk BRIEFLY
- ❖ Conduct coin toss
- ❖ Get players, coaches, and spectators  
into position to start



# Module 3: Pre-Game Preparation

## Backup and Reference Material



# Module 3: Pre-Game Preparation

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- ❖ Arrive early (20-30 minutes) and prepared
- ❖ Get into the proper mindset
- ❖ Verify fielded team size with coaches
- ❖ Get and prepare lineup cards
- ❖ Inspections (covered next)
- ❖ Conduct coin toss
- ❖ Get players, coaches, and spectators into position to start

