

MMYSA Referee Training

Welcome to the 2017 Soccer Season!



Referee's Equipment

The basic equipments for referees are

- Referee Shirt
- Shorts
- Shoes
- Whistle (pea whistle is preferred)
- Timing apparatus (stopwatch, cell phone, etc)
- Something to drink (very important)
- Hat
- Sunglasses

Referee's Equipment

Illegal Equipment:

- Jewelry or watches (no earrings)
- Any type of open toe shoe
- Anything else not permitted to players

Player's Equipment

Prior to any game the referee shall inspect all player's equipment and prevent any player whose equipment does not conform to the requirements listed here.

The basic equipments are the 5 S's.

- Shirt
- Shorts
- Socks
- Shin-guards
- Shoes

Player's Equipment

- Shin-guards must be worn and covered entirely by the socks.
- Shirt and socks should match the team colors.
- Shoes can be of any type as long as they do not have a front cleat. (No baseball shoes). Shoes must also be closed. (No crocs, sandals, etc.)

Player's Equipment

Other Legal Equipment:

- Soft headwear such as knit caps
- Goalkeeper may wear gloves
- Hearing aids
- Eyeglasses
- Contact lenses
- Soft gloves
- Warm-up suits, sweatshirts, sweatpants.
 - Must be worn underneath the player's uniform.

Player's Equipment

Illegal Equipment:

- Jewelry or watches
- Face or spectacle guards
- Helmets of hard material
- Any type of cast or splint
 - Air casts and air splints are ok if you judge them safe.
- Knee braces
 - Unless wrapped and covered with soft padding and your approval.
- Foreign object in the mouth such as gum or ice.

of Players per Division

- U6 : 4 vs. 4
- U8 : 7 vs. 7
- U10: 9 vs. 9
 - 1 must be a goalkeeper

In U6, U8, and U10 if one team does not have enough to play down let them still play on the field even if they mix the teams

- U12 and up : 11 vs. 11
 - 1 must be a goalkeeper

MMYSA Rule Clarification

- Playing Down
- U6 - Must have 3 players to start (4 vs 4)
- U8 - Must have 5 players to start (7 vs 7)
- U10 - Must have 6 players to start game (9 vs 9)
- U12 to U18 (11 vs 11)
 - Teams must have at least 7 players to start game.
 - Less than 11 Players, then the other team must play down to match the number of players on the short sided. No playing up for 3 goals anymore.
- All teams match number of players.

Referees

At least one referee must be present for U6, U8, and U10.
Three referees will be used for U12, U15, U18.

- Can play with only 2 if other referee does not show up.

The authority of a referee begins as soon as they enter the field of play.

Referees' decisions are final. Cannot be reversed after game is restarted.

Referees Responsibility

- Enforce the laws of the game.
- Act as a timekeeper.
- Have the authority to stop the game for any violation of the laws.
- Verbal, Yellow, Red card any player guilty of violating the laws of the game.
- Verbal, Yellow, Red card any spectator that harassing the referee or disrupting the game.
- Allow no one other than the active players to enter field of play.

Referees Responsibility

- Stop the game if a player is injured immediately.
 - Includes being knocked down by a soccer ball to the head or stomach.
 - If play is stopped for an injury the injured player **MUST** come off the field.
 - Any player with visible blood or bleeding must leave the field of play.

Referees Responsibility

- U6: 1 referee
- U8: 2 referees
- U10: 2 referees
- U12 & up: 1 center ref, 2 assistant referees.

Assistant Referees

It is their **DUTY** to indicate:

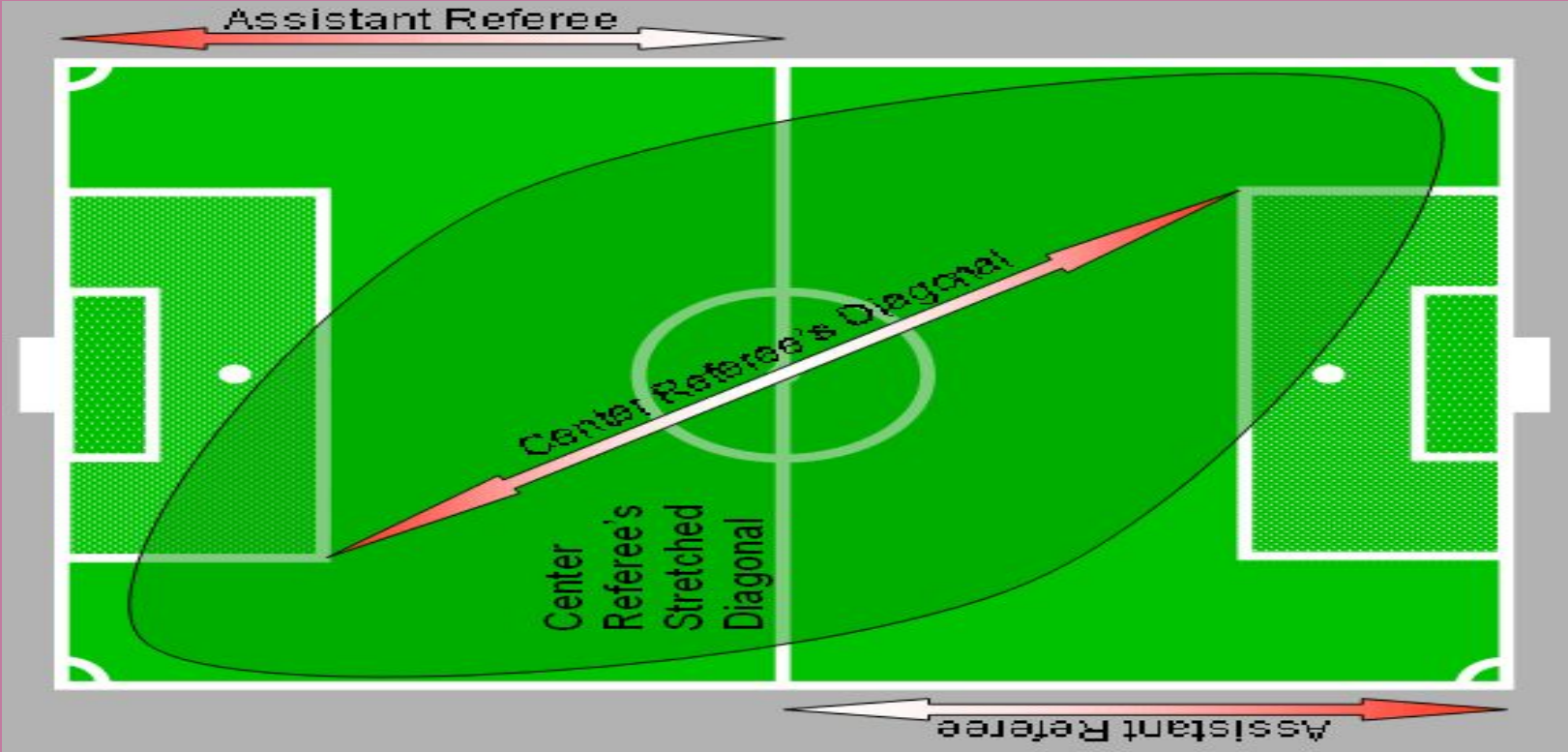
- When the ball is out of play.
- Which side is entitled to a corner kick, goal kick, or throw-in.
- When a substitution is desired.
- When a player may be penalized for being in an offside position.
- When a foul, misconduct or other incident has occurred out of the vision of the center referee.
- Assist the referee to control the game in accordance to the laws.

Assistant Referees

Don't be a stump!



Referee Position U12 & up



Duration of Game

- U6: 6 minute quarters
- U8: 10 minute quarters
- U10: 12 minute quarters
- U12 & up: 15 minute quarters

All games have:

- 2 minute break between 1st and 2nd quarter
- 5 minute half-time break between 2nd and 3rd quarter
- 2 minute break between 3rd and 4th quarter

A game will be extended if a penalty kick needs to take place.

Start & Restart of Play

Once the game clock starts it doesn't stop for any reason.

Upon the referee's whistle, the game is started/restarted by a player taking a kick from center mark. Until the ball is kicked the players:

- Of each team must be in their team's half of the field
- The players of the opposing team must be outside of the center circle.

On a kick-off, the ball is in play when it is kicked and moves forward.

Start & Restart of Play

The kicker may not play the ball again until it has been touched by another player.

- For playing the ball twice, an INDIRECT free kick is awarded to the opposing team at the point where it was played a second time.

A goal may be scored DIRECT (first touch) from a kick-off.

Start & Restart of Play

Drop Ball rules:

A drop ball is in play when it makes contact with the ground.

- If a player touches the ball before it makes contact the referee shall drop the ball again.
- If a dropped ball leaves the field of play (including into the goal) after it makes contact with the ground but before being touched, the referee will drop the ball again.
- If a dropped ball is kicked directly (first touch) into the opponent's goal, a goal shall not be awarded and the game will restart with a goal kick by the opposite team.
- If a dropped ball is kicked directly (first touch) into the team's own goal, a goal shall not be awarded and the game will restart with a corner kick by the opposing team.

The Ball

Soccer ball sizes for divisions

- U6, U8 : size 3
- U10, U12 : size 4
- U15, U18 : size 5

Soccer balls must be inflated and in good shape. Must use a regulation ball from MMYSA and not a player's ball.

The Ball

The ball is out of play when the whole of the ball completely passes over the goal line or touch line, whether on the ground or in the air, or when the game has been stopped by the referee.

The ball is in play at all other times, including:

- If it rebounds onto the field from a goal post, crossbar, or corner flag.
- If it strikes the referee or assistant referee without leaving the field of play.
- If there is an apparent violation, but no signal has been given by the referee.

Method of Scoring

A goal is scored when the whole of the ball passes completely over the goal line, between the goalposts and under the crossbar.

A goal is not allowed if the whole ball has not crossed the entire goal-line.

The referee may not award a goal unless in a position to observe and be certain that the ball has completely crossed the goal-line, or an assistant referee is in such a position and signals that fact to the referee.

Substitutions

U6 Game : may sub at any time

- No need to stop game
- Any number of players may sub
- Doesn't need permission from referee

U8 Game: may sub anytime play has stopped, preferably

- Any number of players may sub
- Referee should be notified
- If player is in distress they can be subbed immediately

Substitutions U10,U12,U15,U18

The following situations may only be made with the permission of the referee:

- Both teams may substitute any number of players:
 - On a goal kick
 - After a goal
 - During an extended time out (injury, dog on field, etc)
 - Between periods
 - When the referee stops the game to issue a red/yellow card

Not on corner kicks!

Substitutions U10,U12,U15,U18

The team in possession of the ball on a throw-in may substitute any number of players. If the team in possession chooses to sub, the opposing team may also sub any number of players.

A player becomes a substitute only when they are acknowledged by the referee. Anyone entering without permission will be cautioned (yellow card)

Substitutions U10,U12,U15,U18

During the play of the game, the referee must be notified specifically before the Goalkeeper is changed.

Between breaks the Goalkeeper can be replaced without notice.

Any player ejected (red card) from the current game cannot be replaced.

Field of Play

Corner flags will be placed on all fields except U6.

Corner flags will be removed and put back after the last game is over.

Soccer balls are kept in a shed or storage box.

- 1 ball is used for U6, U8, U10 games.

- 2 balls are used for U12, U15, U18 games.

All balls must be returned at the end of the last game. If a team kicks the ball out it is their responsibility to retrieve it.

Direct Free Kick (DFK)

A DFK can be scored without being touched by another player, of either team, against the opposing team only.

A DFK is awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be careless, reckless, or using too much force.

1. Kicks or attempts to kick
 - An opponent
 - The ball while in the possession of the goalkeeper.
2. Trips or attempts to trip an opponent.
3. Jumps at an opponent.
 - Players are only allowed to jump straight up, not towards another player and not with their legs raised.

Direct Free Kick (DFK)

4. Charging an opponent.
 - Running into a player from behind.
5. Strikes or attempts to strike an opponent
 - Including a goalkeeper throwing the ball vigorously at an opponent.
6. Pushes an opponent.

Direct Free Kick (DFK)

A DFK is also awarded to the opposing team if a player commits any of the following four offenses:

1. Slide tackling.
2. Holding an opponent.
3. Spits at another player.
4. Handles the ball deliberately.
 - Carries, strikes, or propels the ball with hand or arm.
 - Does not apply to the goalkeeper within their own penalty area.

Penalty Kick

Should a player of the defending team commit one of the DFK offenses within their own penalty area, they will be penalized with a penalty kick.

A penalty kick can be awarded irrespective of the position of the ball, if in play, at the time an offense within the penalty area is committed.

(Ball is in midfield but a defender trips an opponent while inside the penalty area.)

Indirect Free Kick (IFK)

An IFK cannot be scored as a goal unless the ball has been touched by any other player before it enters the goal.

The commission of any of the following offenses will result in the award of an IFK, taken by the opposing team at the point of the offense.

- Dangerous play: playing in a manner that could result in injury to the player or other players.
 - Raising the foot, in an attempt to play the ball, to the level of another player's chest or higher when any other player is in a normal position.
 - Lowering the head to waist level or lower in an attempt to head the ball in the presence of another player.
 - Playing or attempting to play the ball while lying on the ground within playing distance of another player.

Indirect Free Kick (IFK)

- Charging fairly: with the shoulder to the shoulder of an opposing player, when each player has at least one foot on the ground when the ball is not within playing distance.
- Obstruction: when not playing the ball, intentionally interposing the body so as to impede an opponent's movement.
- Fouls against the goalkeeper:
 - Charging a goalkeeper while the ball is in goalkeeper possession
 - Charging a goalkeeper in the goal area - whether or not the ball is in the goalkeeper possession.
 - Possession by the goalkeeper is having control, even if only with one hand.
 - Charging the goalkeeper in either instance **MUST** be punished by a caution (yellow) or ejection (red) based on referee's decision.

Indirect Free Kick (IFK)

- Improper clearing of the ball by the goalkeeper
 - Goalkeepers may run or walk with the ball and take any number of steps while inside the penalty area, as long as there is no excessive delay in clearing the ball.
 - The goalkeeper, having released the ball into play may not touch the ball again with their hands unless it has been touched or played by a player of the opposing team
 - On any occasion when a player deliberately kicks the ball, or throws the ball on a throw-in to his own goalkeeper:
 - The goalkeeper is not permitted to touch it with their hands.
 - If the goalkeeper does touch the ball with their hands, they shall be penalized by the award of an IFK to be taken by the opposing team from the place where the offense occurred.

Indirect Free Kick (IFK)

- If a player impedes the progress of the opposing goalkeeper, in an attempt to prevent him from putting the ball into play, the referee shall award an IFK.
- Deliberate parrying of the ball by a goalkeeper shall not be considered as goalkeeper possession and the goalkeeper is free to pick up the ball without being subject to penalty.

Free Kicks

When a free kick is being taken by the kicking team outside their own Penalty Area:

- The ball may be kicked in any direction;
- Players of the opposing team should be at least 8-10 yards away;
- The defending players may stand on the goal-line and between the goalposts (only) in the case where an IFK is being taken on or outside the opponent's Goal Area but within the Penalty Area.

When a free kick is taken by the kicking team from inside its own Penalty Area:

- All of the opposing players shall remain outside the Area until the ball has been kicked and travels outside of the Area and be at least 8-10 yards from the ball until kicked.
- The ball shall be in play when the whole of the ball has left the Area.
 - If the ball is not kicked beyond the Area, the kick shall be retaken, or
 - If the ball is touched by any player before it leaves the Area, the kick shall be retaken

Caution - Yellow Card

A caution SHALL be administered:

- If a player enters or leaves the field of play without the referee's permission.
- If a player persistently violates the Laws of the Game.
- If dissent is shown by words or action with any decision of the referee.
- If a player engages in unsporting behavior (attempting to prevent a throw-in, preventing the goalkeeper from clearing the ball, inappropriate language or gestured).

If the referee stops the game to administer a caution, the game shall be restarted by an IFK taken by a player of the opposing team from the place where the ball was when the referee stopped the game.

A cautioned player may remain in the game or be replaced at the discretion of the coach. If replaced, the player may then return at the team's next sub opportunity.

Send-off - Red Card

A player will be ejected from the game for:

- Violent conduct
- Serious foul play, including
 - Deliberately handling the ball, thereby denying his opponents a goal, or an obvious goal-scoring opportunity (other than the goalkeeper)
 - Impeding an opponent who is moving toward his opponent's goal with an obvious goal-scoring opportunity, by committing any offense punishable by a free kick (or a penalty kick).
- The use of offensive, insulting, or abusive language (F-bombs).
- An offense requiring a second caution.
- Caution an ejection rules apply to coaches and spectators.
- Ejected players do not have to leave the field of play but then must sit quietly on the bench. (In case the player does not have a ride)

Throw-ins

- When the whole of the ball has passed over a touch-line, either on the ground or in the air, it shall be put in play by a throw-in in any direction **at the point where it crossed the line**, by a player of the team opposite to that of the player who last touched it.
- The thrower:
 - Must face the field and part of each foot shall be either on the touch-line or on the ground outside the touch-line. Not crossed the line.
 - Must use both hands.
 - Shall deliver the ball from behind and over their head.
- Opposing players must remain at least 2 yards away from the thrower.
- The ball is in play immediately upon any part of the ball crossing the touch-line and released by the thrower.
- A goal **may not** be scored directly from a throw-in.
- No offsides on a throw-in.

Goal Kick

When the ball passes completely over the defending team's' goal-line, and was last touched by an attacking player, and a goal was not scored, it shall be put into play by a kick taken:

- By a player of the defending team, and
- From a point anywhere within the goal area
 - Exception: U6, U8, U10 goal kicks shall be taken on the goal area corner.
- The Offside Law does not apply at the taking of a goal kick
- The ball shall be in play when the whole of the ball has left the Penalty Area into the field of play.
 - If the ball is not kicked beyond the Area, the goal kick shall be retaken, or
 - If the ball is touched by any player before it leaves the Area, the goal kick shall be retaken.
- A goal may be scored from a goal-kick (first touch), but only against the opposing team.
- Opposing team players must remain outside the Penalty Area until the ball has left the area.

Corner Kick

When the ball passes completely over the defending team's goal-line, and was last touched by a defending player, and a goal was not scored, it shall be put into play by a kick taken:

- By a player of the attacking team,
 - From the corner of the field nearest to where the ball crossed the goal.
1. The ball must be placed on or within the Corner Arc.
 2. The corner flag may not be moved by a player for the taking of the corner kick.
 3. The Offside Law does not apply at the taking of a corner kick.
 4. The ball is in play when it is kicked and moves.
 5. A goal may be scored directly (first touch) from a corner kick.
 6. Defending players must remain a min of 8-10 yards away from the corner arc.
 7. If the player taking the corner kick touches the ball a second time before being touched by another player an IFK shall be awarded to the opposing team at the point of the offense.

Offsides

A player is in an offside position if the player is:

- Nearer the opponent's goal line than the ball, and...
- In the opponent's half of the field, and ...
- Closer to the opponent's goal line than at least two opponents.

The offside offense may only be called against a player who is in an offside position at the moment the ball is last touched or played by a teammate. Offside shall be declared if that player subsequently becomes involved in active play by:

- Interfering with play, or
- Interfering with an opponent, or
- Having gained an advantage by being in that position.

Offsides

A player shall not be declared offside:

- Merely because of being in an offside position, or
- If the player receives the ball directly from
 - A goal kick
 - A corner kick
 - A throw-in.

If a player is declared offside, the referee shall award an IFK to the opposing team.

- The kick shall be taken by an opponent from the place where the offside offense occurred.
- The offense occurs where the player is when the teammate played or touched the ball.

Offsides

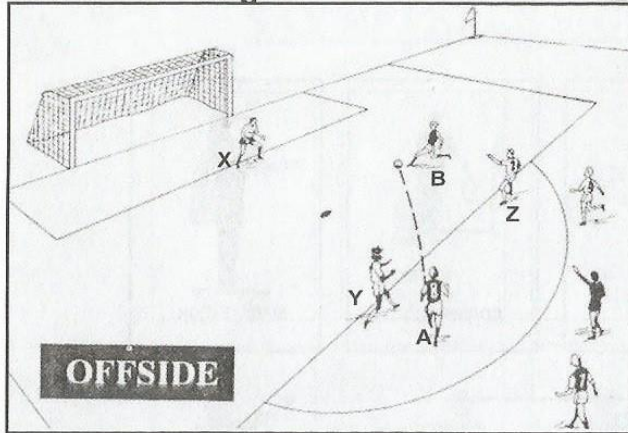
Offsides shall be judged at the moment when the ball was last played or touched by a teammate, not at the moment the player in question receives the ball.

A player who is not in an offside position does not become offsides if they move forward ahead of the ball or past the next to the last defender during the flight of the ball. (If they run faster than the defenders.)

Offsides

Offside

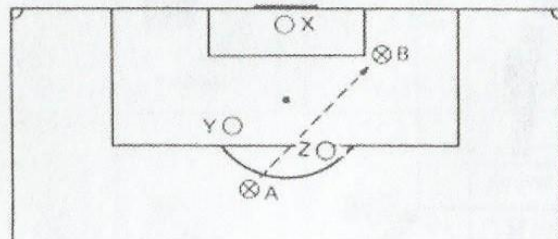
OFF-SIDE - Diagram 1



Pass to a Team-Mate

A passes the ball to team-mate **B**.

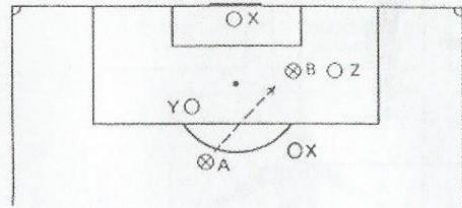
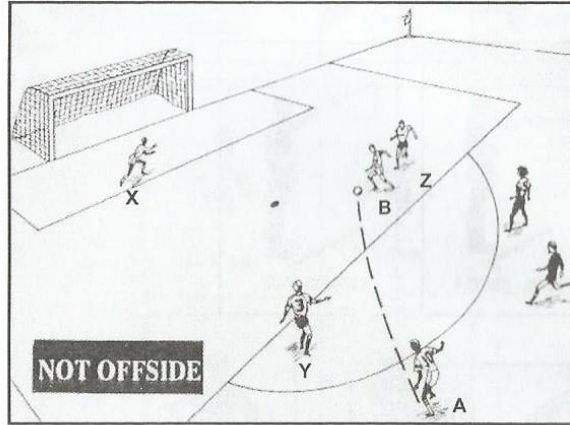
B is off-side because he is in front of **A** and is nearer to his opponents' goal-line than at least two opponents at the moment the ball was played by **A**.



Offsides

Not Offside

OFF-SIDE - Diagram 2



Pass to a Team-Mate

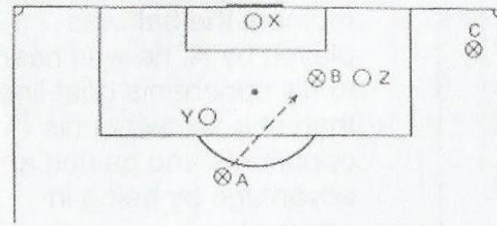
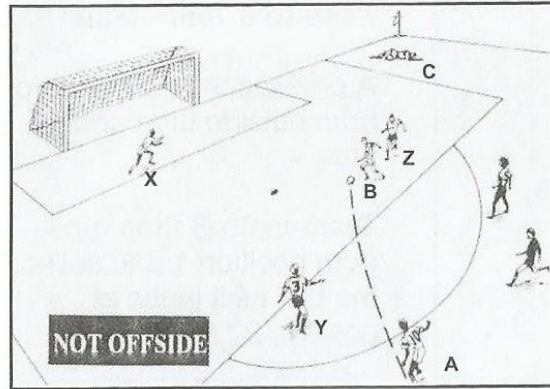
A plays the ball forward to team-mate **B**, who is even with the second last defender.

B is not off-side since, at the moment the ball was played **A**, he was not nearer to his opponents' goal-line than at least two opponents.

Offsides

Not Offside

OFF-SIDE - Diagram 3



Pass to a Team-Mate

A plays the ball forward to team-mate **B**, who is even with the second last defender.

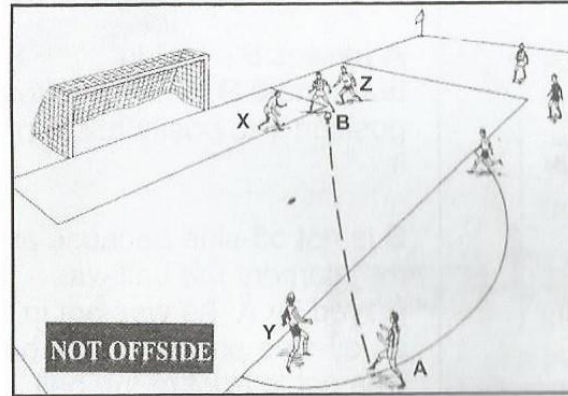
B is not off-side since, at the moment the ball was played by **A**, he was not nearer his opponents' goal-line than at least two of his opponents.

Team-mate **C**, lying injured outside the penalty area, is in an off-side position but would not be penalized since he is not involved in active play.

Offsides

Not Offside

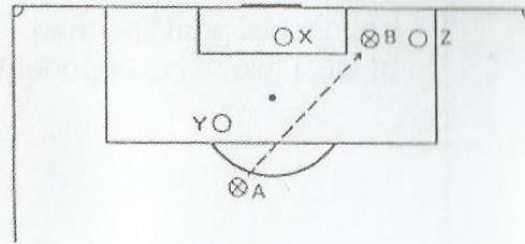
OFF-SIDE - Diagram 4



Pass to a Team-Mate

A plays the ball to team-mate **B**, who is even with the last two defender.

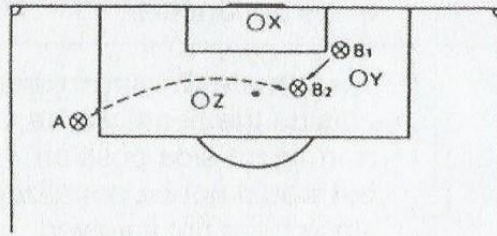
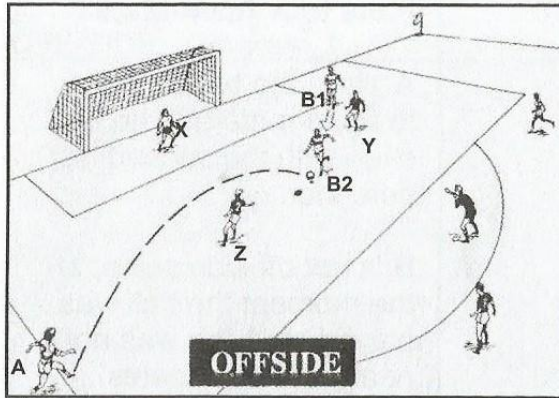
B is not off-side since, at the moment the ball was played by **A**, he was not nearer his opponents' goal-line that at least two of his opponents.



Offsides

Offside

OFF-SIDE - Diagram 5



Pass to a Team-Mate

A crosses the ball forward from outside the penalty area.

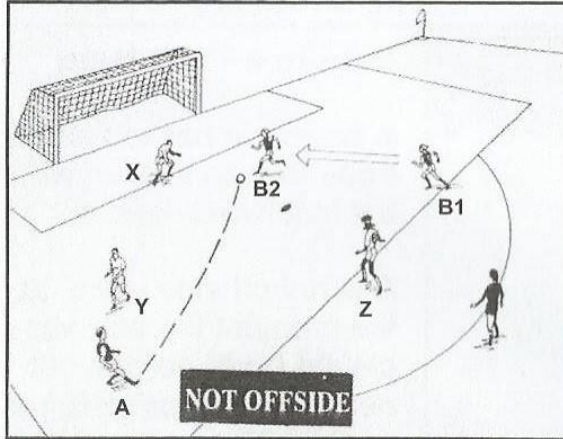
Team-mate **B** then runs from position 1 and collects the ball as it lands at position 2.

B is off-side since, at the moment the ball was played by **A**, he was nearer to his opponents goal-line than at least two of his opponents and gained an advantage by being in active play.

Offsides

Not Offside

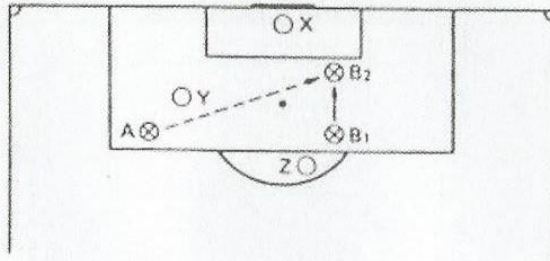
OFF-SIDE - Diagram 6



Pass to a Team-Mate

A passes the ball to team-mate **B**, who runs from position 1 to position 2 to play it.

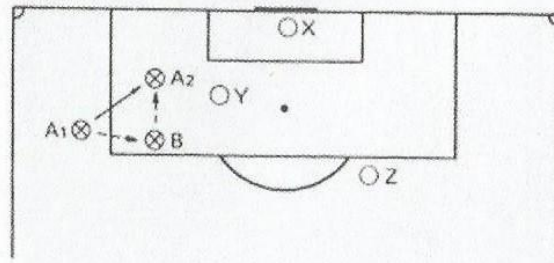
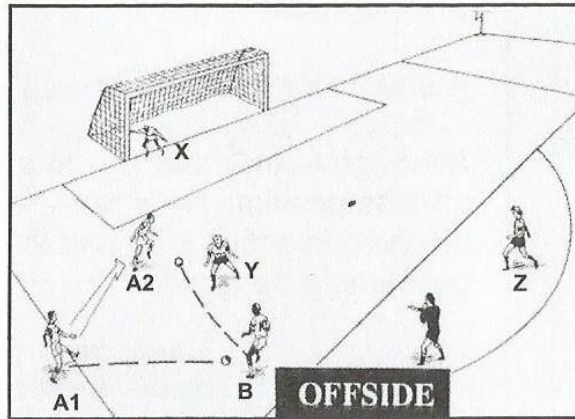
B is not off-side because at the moment the ball was played by **A**, he was not in an off-side position since he was not in front of the ball and was not nearer to opponents' goal-line than at least two of his opponents.



Offsides

Offside

OFF-SIDE - Diagram 7



Inter-Passing with a Team-Mate

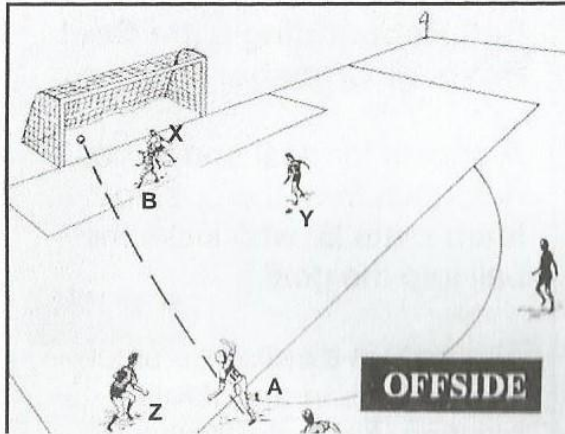
A plays the ball to team-mate **B** from position 1 and runs forward to receive the return pass. **B** then plays the ball to **A** who is now in position 2.

A is off-side since at the moment the ball was played forward to him by **B**, he was nearer his opponents' goal-line than at least two of his opponents and gained an advantage by being in active play.

Offsides

Offside

OFF-SIDE - Diagram 8

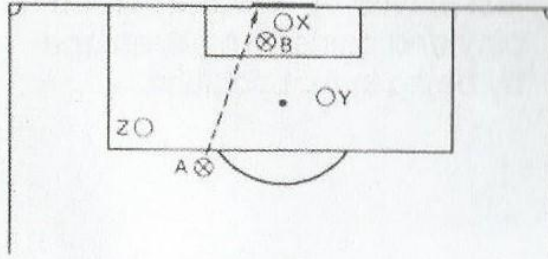


Interfering with an Opponent

A shoots for goal and the ball enters the net.

Team-mate B is standing in front of the goalkeeper.

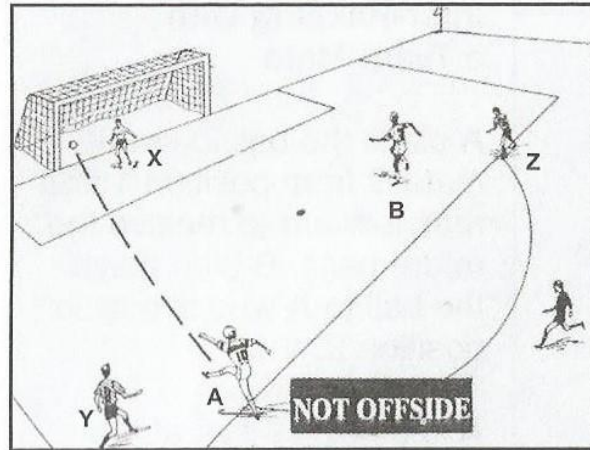
The goal would not be allowed since B, who is in an off-side position, is involved in active play and is interfering with an opponent.



Offsides

Not Offside

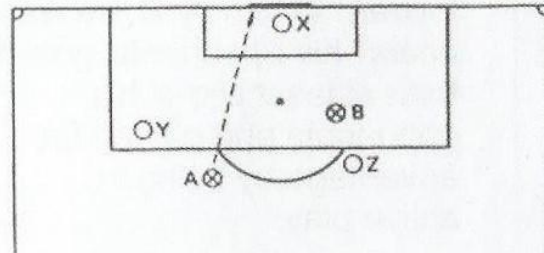
OFF-SIDE - Diagram 9



Shot at Goal

A shoots for goal and scores.

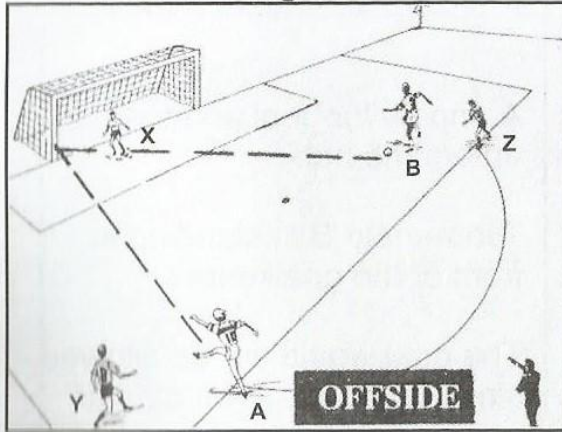
Although team-mate **B** is in an off-side position, he is not involved in active play and the goal would be allowed.



Offsides

Offside

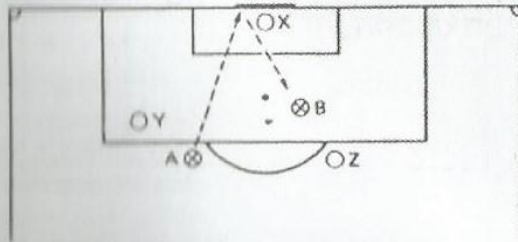
OFF-SIDE - Diagram 10



Ball Rebounding from Goal Posts or Crossbar

A shoots for goal and the ball rebounds from the post to team-mate B, who kicks the ball into the goal.

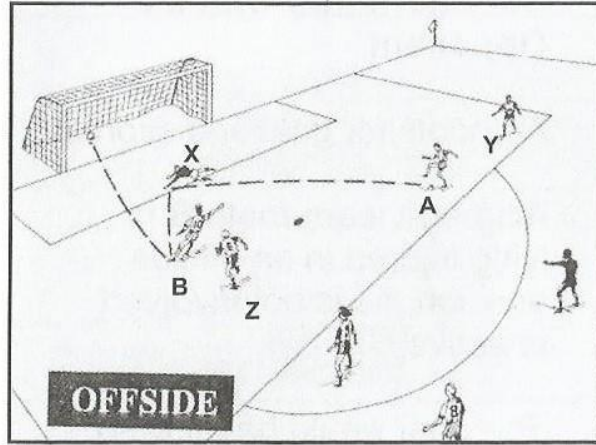
The goal is disallowed since B, who was in an offside position, when the ball was last played by A was in active play and gained an advantage by being in that position.



Offsides

Offside

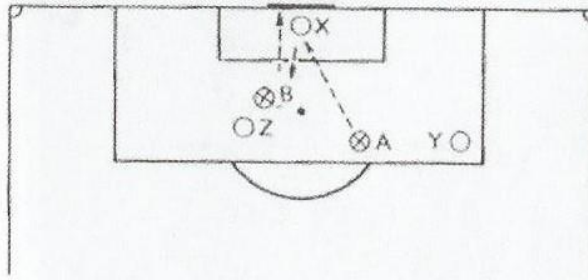
OFF-SIDE - Diagram 11



Shot Rebounds from Goalkeeper

A shoots the ball at goal and the ball rebounds from the goalkeeper to team-mate **B**.

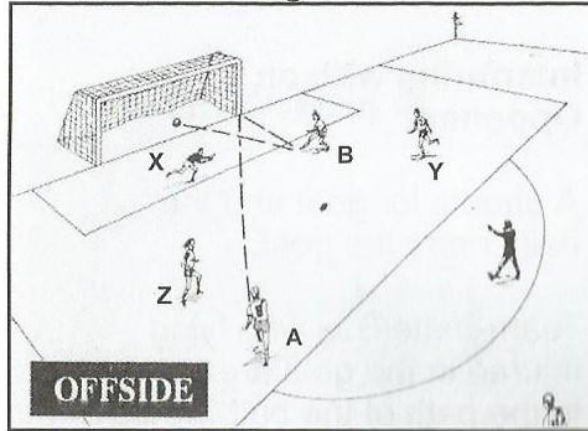
The goal is disallowed. Since **B**, who was in an offside position, when the ball was last played by **A** was in active play and gained an advantage by being in that position.



Offsides

Offside

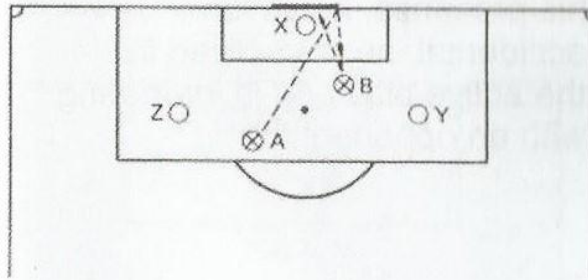
OFF-SIDE - Diagram 12



Ball Rebounding from Goal Posts or Crossbar

A shoots for goal and the ball rebounds from the post to team-mate **B** who kicks the ball into the goal.

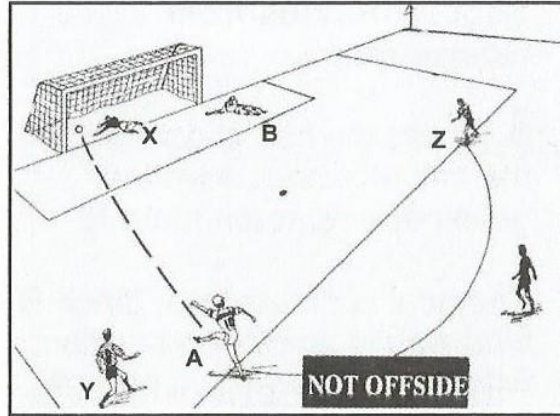
The goal is disallowed since **B**, who was in an offside position, when the ball was last played by **A** was in active play and gained an advantage by being in that position.



Offsides

Not Offside

OFF-SIDE - Diagram 13

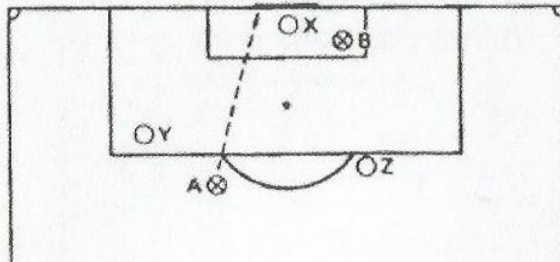


Not Interfering with an Opponent

A shoots for goal and scores.

Although team-mate **B** is lying injured in an offside position, he is not involved in active play.

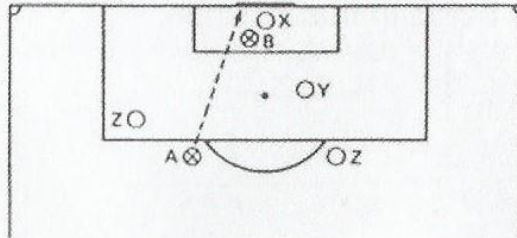
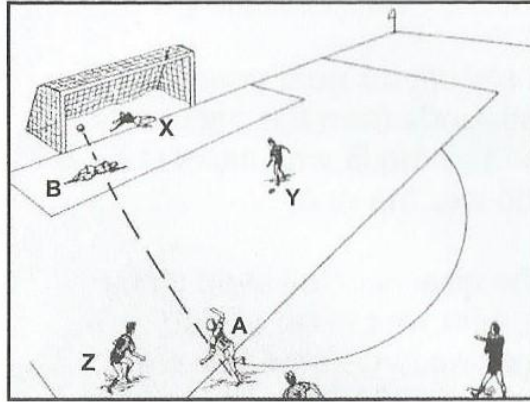
The goal would be allowed.



Offsides

Offside

OFF-SIDE - Diagram 14



Interfering with an Opponent

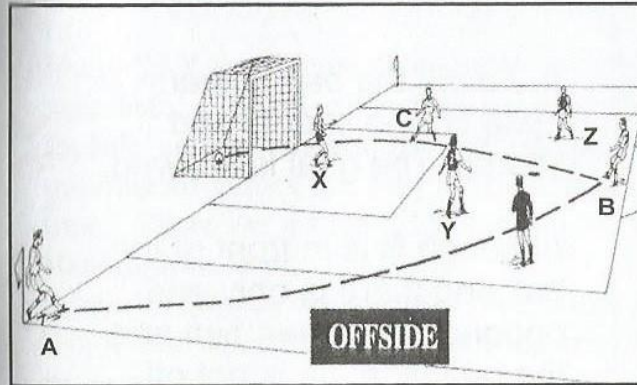
A shoots for goal and the ball enters the goal.

Team-mate **B** is who lying injured in the goal area and in the path of the ball, would be penalized for offside. By his presence, however accidental, he is involved in the active play and is interfering with an opponent.

Offsides

Offside

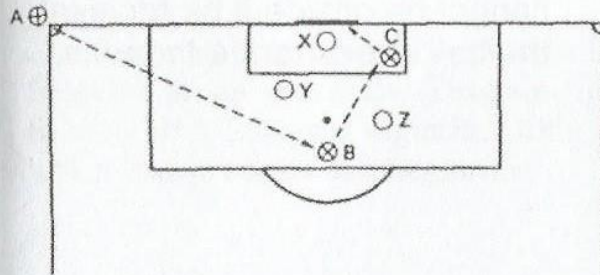
OFF-SIDE - Diagram 15



Corner Kick

A takes a corner kick and the ball goes to team-mate **B**.

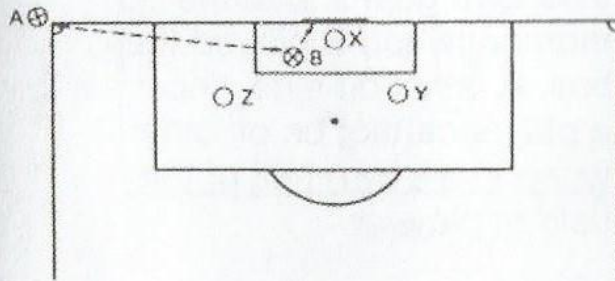
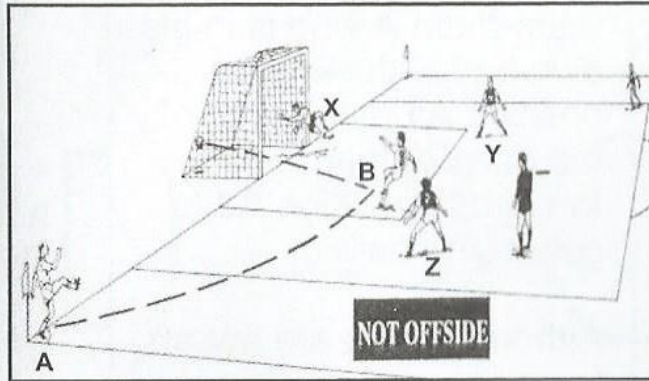
Then **B** shoots for goal and the ball is touched by team-mate **C** and enters the goal. The goal is not allowed, since **C** was in front of the ball and there were not at least two opponents between him and the goal-line when it was last played by team-mate **B**.



Offsides

Not Offside

OFF-SIDE - Diagram 16



Corner Kick

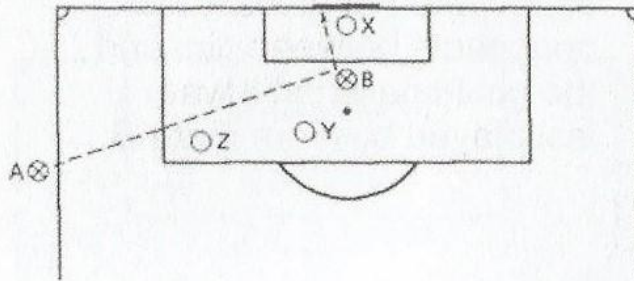
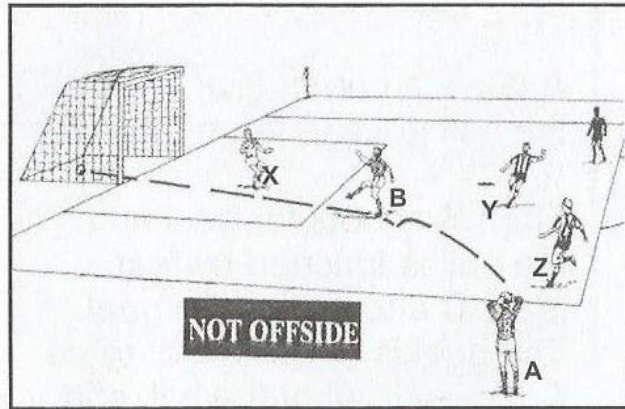
A takes a corner kick and the ball goes to team-mate **B**, who shoots for goal and score.

Although **B** has only one opponent between him and the goal-line, the goal is allowed since a player cannot be off-side if he receives the ball direct from a corner kick.

Offsides

Not Offside

OFF-SIDE - Diagram 17



Throw-in

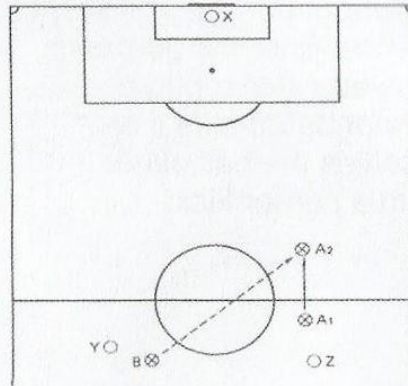
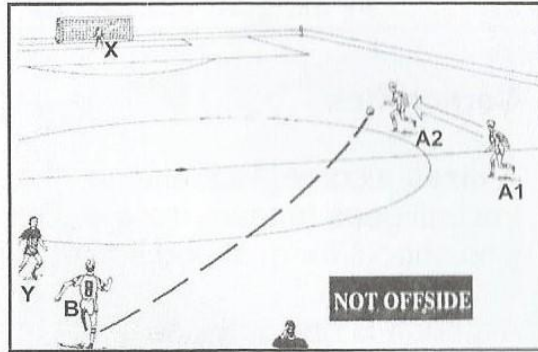
A throws the ball to teammate **B** who shoots and scores. The goal is allowed.

Although **B** is in front of the ball and there is only one opponent between him and the goal-line, he is not off-side because a player cannot be off-side if he receives the ball direct from a throw-in.

Offsides

Not Offside

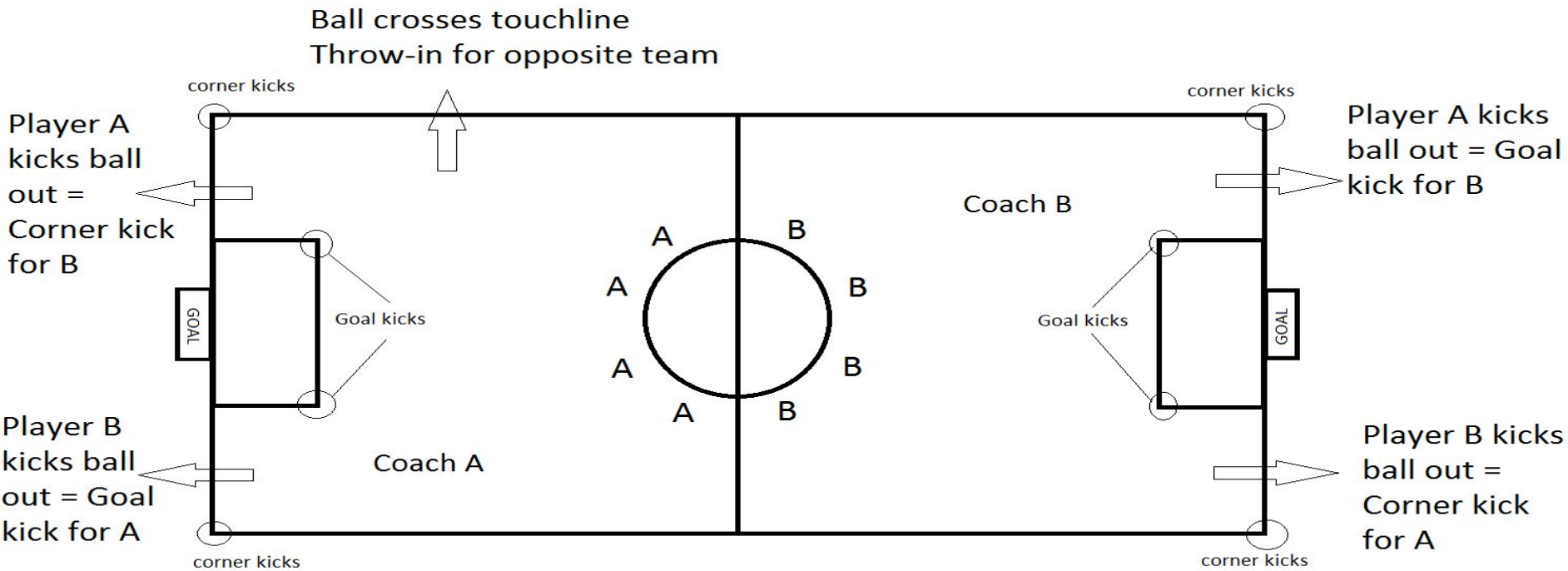
OFF-SIDE - Diagram 18



Pass to a Team-Mate

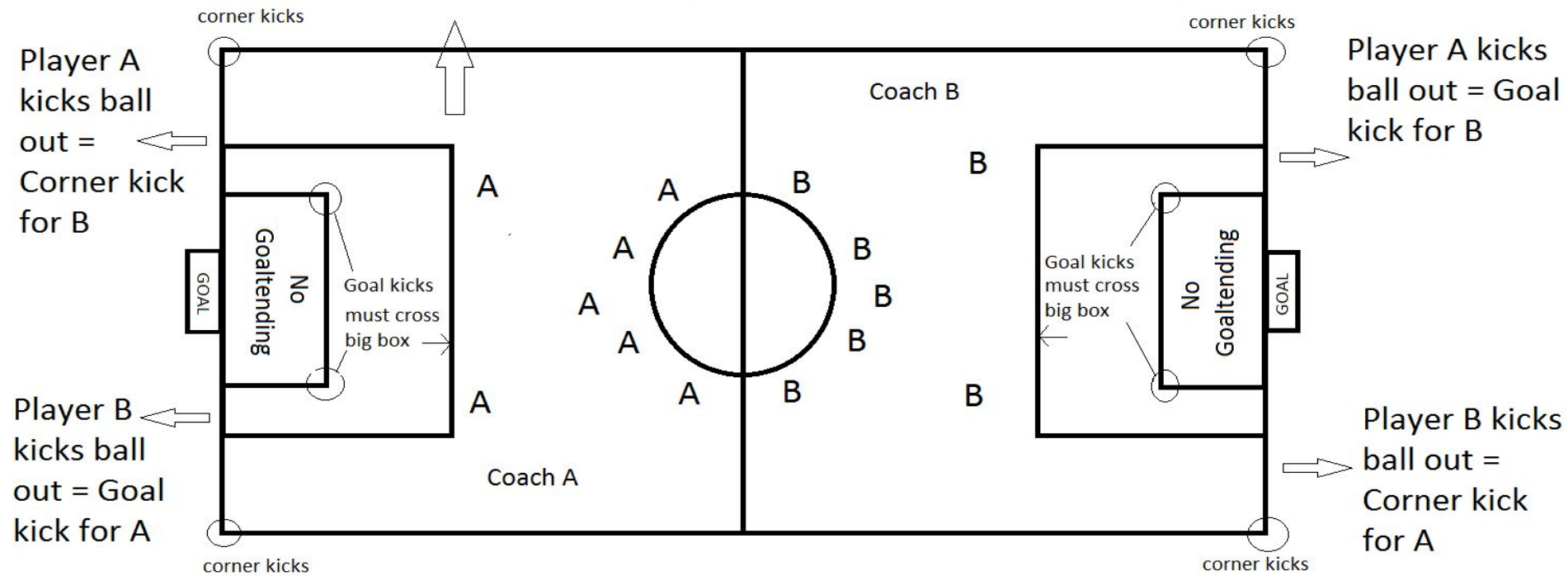
B plays the ball ahead of team-mate **A** who is in his own half of the field at position **A1** at the time of the pass. **A** then runs forward to position **A2** to collect the ball.

Although there are not at least two opponents nearer their own goal-line at the moment when **B** played the ball, **A** is not off-side since a player cannot be off-side when in his own half of the field of play.



- **U6** Games are played 4 v 4 (min 3 v 3)
- 6 minute quarters (4 minutes during heat)
- Can substitute anytime
- Use size 3 soccer ball
- 1 Coach for each team on field for whole game

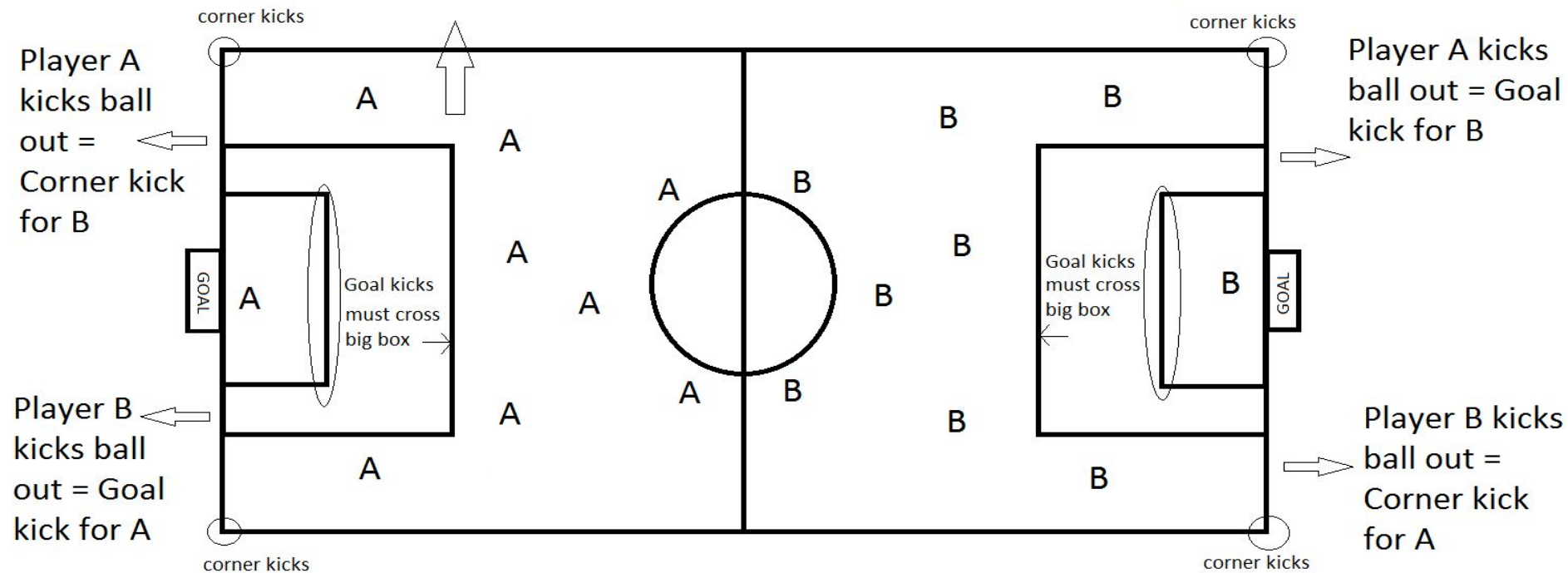
Ball crosses touchline
Throw-in for opposite team



- **U8** Games are played 7 v 7 (min 5 v 5)
- 10 minute quarters (8 minutes during heat)
- Can substitute at game stoppages

- Use size 3 soccer ball
- 1 Coach for each team on field for whole game
- Can have up to 2 defenders

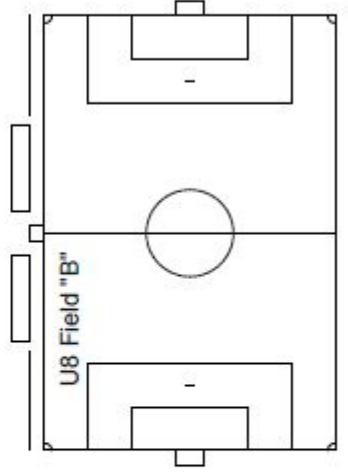
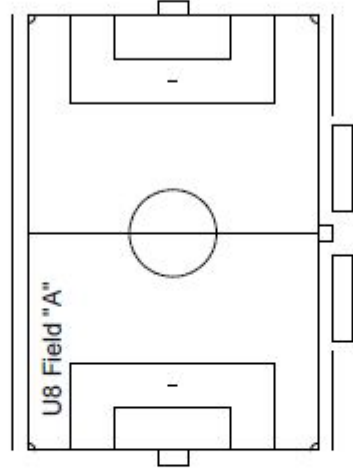
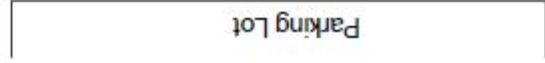
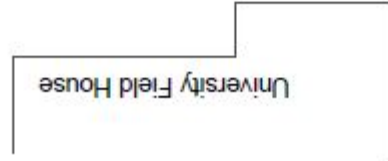
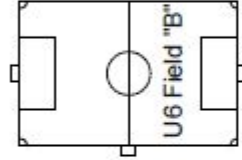
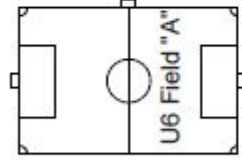
Ball crosses touchline
Throw-in for opposite team

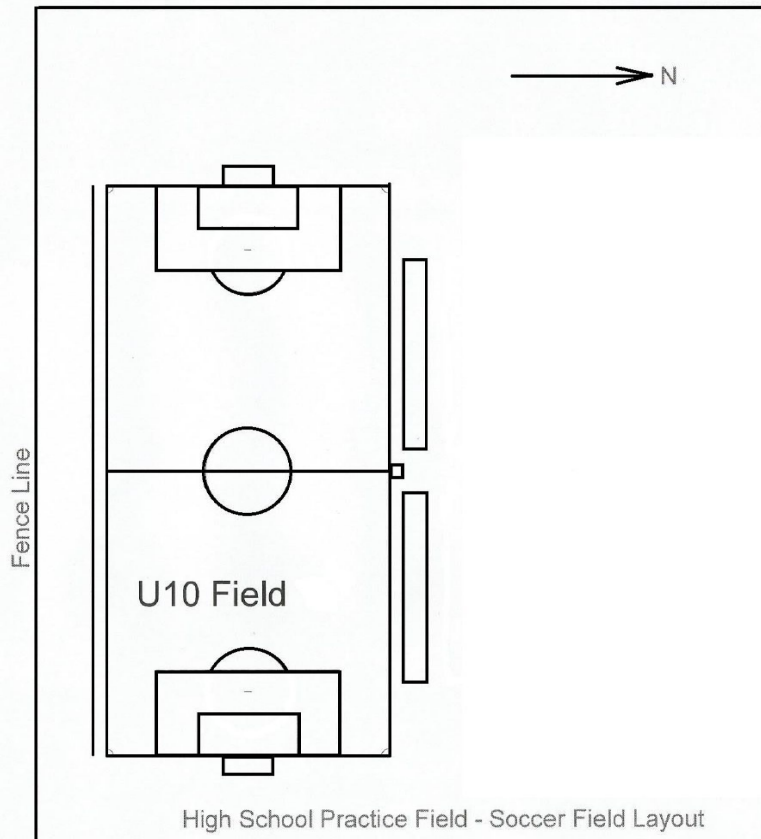


- **U10** Games are played 9 v 9 (min 6 v 6)
- 12 minute quarters (9 minutes during heat)
- Can substitute at game stoppages with Referee permission

- Use size 4 soccer ball
- Must have a goalkeeper
- Offsides rule is in place

Shore Drive





Building

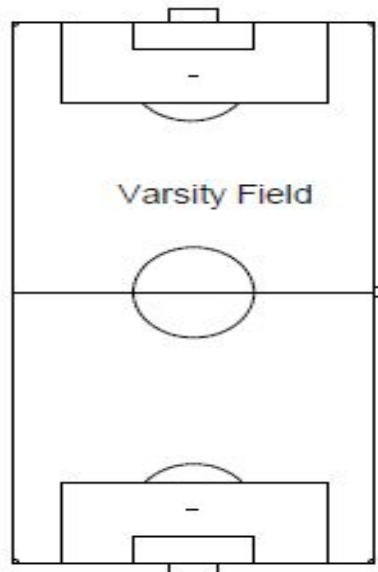
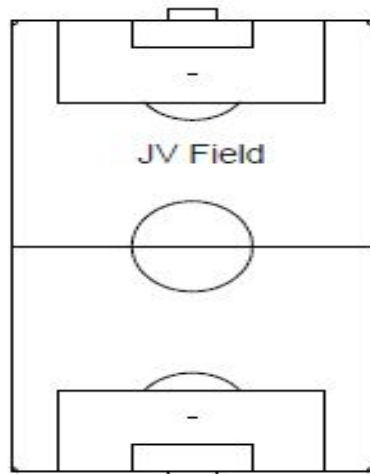
High School Practice Field - Soccer Field Layout

Cleveland Avenue

Marinette High School Soccer Fields



Driveway



Concessions

Referee Pay

U6 games: \$10.00 ea

U8 games: \$12.00 ea

- Single game: \$15.00
- Single referee: \$18.00
- Single game, single referee: \$20.00

U10 games: \$15.00 ea

- Single game: \$18.50
- Single referee: \$22.50
- Single game, single referee: \$25.00

U12 & up Center Ref: \$25.00 ea

U12 & up Line Judge: \$17.50 ea

- ½ center, ½ line: \$21.25 ea
- Only 2 referees : \$25.00 ea

Referee Schedule

	Time	Field	Referees	
6/5	5:30	U6A		
	6:15			
	5:30	U6B		
	6:15			
M	5:30	U8A		
	6:30			
	5:30	U8B	X	
	6:30			
	5:30	U10A		
	6:45			
	5:30	U10B	X	
	6:45			
	5:30	U12		
	6:45			
	5:30	U18		
	6:45			

	Time	Field	Referees		
	5:30	U6A			6/6
	6:15				
	5:30	U6B			
	6:15				
	5:30	U8A			Tu
	6:30				
	5:30	U8B	X		
	6:30				
	5:30	U10A			
	6:45				
		U10B	X		
	5:30	U15			
	6:45		JV		
	5:30	U15V			
	6:45				

	Time	Field	Referees	
6/7	5:30	U6A		
	6:15			
	5:30	U6B		
	6:15			
W	5:30	U8A		
	6:30			
	5:30	U8B	X	
	6:30			
	5:30	U10A		
	6:45			
	5:30	U10B	X	
	6:45			
	5:30	U12		
	6:45			
	5:30	U18		
	6:45			

	Time	Field	Referees		
	5:30	U6A			6/8
	6:15				
	5:30	U6B			
	6:15				
	5:30	U8A			Th
	6:30				
	5:30	U8B	X		
	6:30				
	5:30	U10A			
	6:45				
		U10B	X		
	5:30	U15			
	6:45		JV		
	5:30	U15V			
	6:45				

Scrimmage Schedule

Date	Time	Field	Referees	Need	
23-May Mon	5:30	U8-A		2	
	5:45	U8-B		2	
	6:00	U8-A		2	
	U10	6:15	U8-B		2
		6:30	U8-A		2
		6:45	U8-B		2
		7:00	U8-A		2
24-May Tue	5:30	U6-A		1	
	5:45	U6-B		1	
	6:00	U6-A		1	
	U6	6:15	U6-B		1
		6:30	U6-A		1
		6:45	U6-B		1
		7:00	U6-A		1
		7:15	U6-B		1
		7:30	U6-A		1
		U15	7:00	U10-A	
	7:15		U10-B		3
	7:30		U10-A		3
	7:45		U10-B		3
	25-May Wed	5:30	U10-A		3
6:00		U10-A		3	
U12		6:30	U10-A		3
		6:15	HSJV	NO REFEREES	
		U18	6:45	HSJV	NO REFEREES
7:15			HSJV	NO REFEREES	
26-May Th		5:30	U8-A		2
	5:45	U8-B		2	
	6:00	U8-A		2	
	U8	6:15	U8-B		2
		6:30	U8-A		2
		6:45	U8-B		2

Referee Ticket

Date: <u>5/31</u>	Time: <u>5:30</u>
Home: <u>WOLVES</u>	Visitor: <u>GOPHERS</u>
Color: <u>SILVER</u>	Color: <u>PURPLE</u>
Home kicks on 2nd and 4th	Visitor kicks on 1st and 3rd
Date: <u>5/31</u>	Time: <u>6:15</u>
Home: <u>DUCKS</u>	Visitor: <u>DOLPHINS</u>
Color: <u>TANGERINE</u>	Color: <u>TEAL</u>
Referee: _____	U6A

Date: <u>5/30</u>	Time: <u>5:30</u>
Home: <u>MAIN STREET</u>	Visitor: <u>SCHLOEGEL'S</u>
Color: <u>FUCHSIA</u>	Color: <u>PURPLE</u>
Home kicks on 2nd and 4th	Visitor kicks on 1st and 3rd
Date: <u>5/30</u>	Time: <u>6:30</u>
Home: <u>DOWNTOWN</u>	Visitor: <u>ELKS LODGE</u>
Color: <u>LEMON</u>	Color: <u>KELLY</u>
Referee: _____	U8A

Date: <u>6/6</u>	Time: <u>5:30</u>
Home: <u>STALHEIM</u>	Visitor: <u>CLAUSEN</u>
Color: <u>RED</u>	Color: <u>ROYAL</u>
Home kicks on 2nd and 4th	Visitor kicks on 1st and 3rd
Referee: _____	Referee: _____
C. Referee: _____	U15-JV

Bad Weather

- If lightning is sighted, the referee will stop play and ask the team and spectators to leave the playing field.
- If the early game is cancelled, later game is cancelled.
- If any game has been played at least through half time, it shall be considered a complete game and the score will be official.
- Unofficial central division games will be rescheduled. Intro division games will not be rescheduled.
- Only during tournaments will we delay games for 30 minutes after the last lightning strike.

Field Rules

- All playing locations are currently leased for use by MMYSA.
- We are required to abide by the restrictions placed upon us through contracts.
- Please understand that the following rules are in place to protect our ability to use the fields for years to come.
- Please have spectators sit behind the spectator line located across from the player's bench. (Spectators never sit on the same side as the players).

Field Rules

- Clean up **ALL** garbage off of the fields.
- **DO NOT** park on the grass at the University fields or on Cleveland Avenue.
- **DO NOT** park **OR** drive on the access road to the U10 field.
- No animals are allowed at any of the fields unless it is a registered service animal with identification.
- **DO NOT** allow kids to climb in trees or play on equipment.
- There is no official lost and found for the fields.
- **STOP** any player/person from kicking/throwing balls at the UW building. There was severe damage last year.





- No Smoking/Vaping at any soccer event.
- This **INCLUDES** the parking lots at all locations!

Referees - Rules and Reminders for Referees/Coaches

- Contact Tim Carrier



School Partnership and Complaints

Contact Bobbie Borkowski or KT Henry

Thank You

- Thank you for refereeing and making soccer a fun and safe experience for our youth!

