

**AURORA MINOR SOCCER LEAGUE'S**  
**2007/2008 REFEREE HANDBOOK**



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TO BE ADDED SOON ☺

Referees please email the results from the games to [scores@theedge.ca](mailto:scores@theedge.ca)

**Information required: Date, Time, Division, Location, Team Letters (A, C etc) and final score for each team...REMEMBER TO COPY THE DIVISION COORDINATOR in your e-mail**

**Please note:**

1. Referees will be paid at the beginning of the following month.
2. All results should be in by the last day of the month.
3. No payments will be issued if results are not received for a game.

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### **Payments for Referees**

Youth (16 and under) referees - \$10.00 per game  
Adult referees, not certified - \$11.00 per game  
Adult Level 3 referees - \$15.00 per game

## ***Indoor Soccer Rules***

*As of September 2002*

(Adapted from the Arctic Winter Games Indoor Soccer Rules and the Super Soccer Rules) Rules governing Indoor Soccer generally follow the guidelines recommended by the Canadian Soccer Association. If these rules are not sufficiently detailed to govern certain circumstances, the officials may have regard to the international F.I.F.A. rules, where adaptable.

1. **Teams:** The game is played by 2 teams each consisting of 5 players, one of whom shall be the goalkeeper.
2. **Players' Equipment:** The equipment consists of a shirt (numbered), shorts, shin guards, stockings and indoor soccer shoes or non-marking gym shoes.
3. **Referee:** A referee shall be appointed to officiate each game and shall enforce the rules and decide any disputed point. His/her decision on matters connected with the play is conclusive. The referee shall complete the game sheet at the end of each game and report in writing on any disciplinary incident arising during the game, even if the game was abandoned.
4. **Timekeeper:** While the referee is the sole official arbiter of time, a timekeeper may be appointed to maintain an unofficial time for the information of players, coaches and spectators.
5. **Duration of Game:** Each game consists of 2 equal 20 minute "straight time" halves with a 5 minute intermission. Teams switch ends at half time. The referee may, in his/her discretion, compensate for time lost through accident or otherwise. Time shall be extended to permit a penalty kick being taken at or after the expiration of either half.
6. **Start of Play:** A coin toss before the game determines choice of ends and kick off. The team winning the toss chooses to either commence play in a selected end or to take or not take the kick off. The team losing the toss makes the choice not taken by the other team.

After the referee has given the signal, the game is started by a player kicking the ball (while it is stationary in the centre of the playing area). Every player of the opposing team must remain not less than 10 feet from the ball until it is kicked off. The kicker shall not kick the ball intentionally at a player or group of players of the opposing team. The ball is in play once it moves and the kicker shall not play the ball a second time until another player has touched it. A goal may not be scored off a kick off until the ball has been intentionally played by another player or has touched one of the gym walls. If the ball enters the crease of the opposing team's goal before it has been intentionally played or has touched one of the gym walls, the opposing team is awarded an indirect free kick from centre.

After the half time intermission, the teams switch ends and a player of the opposing team takes the kick off. After a goal is scored, a player of the team surrendering the goal restarts the game with a kick off.

7. **Ball in and Out of Play:**  
The ball is out of play:
  - a) when it contacts the ceiling or side or end walls above a height of 8 feet;
  - b) when it leaves the field of play;

c) when the game has been stopped by the referee.

The ball is in play at all other times during the game including:

a) when it rebounds from the walls (below 8 feet in height), goalposts, crossbars, or goal supports into the field of play. The 4 walls of the gymnasium below 8 feet in height are considered part of the field of play;

b) when it rebounds off the referee while he/she is in the field of play.

If the game has been stopped, but no offense has occurred (i.e. due to an injury), it shall be restarted by the referee dropping the ball at the place where the ball was located when play was stopped, but no closer than 12 feet from a goal area.

8. **Scoring:** A goal is scored when the whole of the ball has passed over the goal line, between the goal posts and under the crossbar, provided it has not been thrown or propelled by the hand or arm of an attacking player, except in the case of the attacking goalkeeper throwing the ball from within his own goal area.

(a) **Offside:** There are no offsides in Indoor Soccer.

(b) **Fouls and Misconduct:**

#### **Direct Free Kick Fouls**

A player who intentionally commits any of the following offenses is penalized by the award of a direct free kick:

- A. kicking or attempting to kick an opponent;
- B. tripping or attempting to trip an opponent (i.e. using ones legs to throw an opponent or by stopping in front of or behind the opponent);
- C. jumping at an opponent;
- D. charging an opponent in a violent or dangerous manner;
- E. spitting at an opponent;
- F. striking or attempting to strike an opponent;
- G. holding an opponent with a hand or arm;
- H. kicking the ball directly at an opponent on a kick off;
- I. handling the ball (i.e. carrying, or propelling it with his/her arm, though this does not apply to the goalkeeper within the goal area);  
entering the opposing goal area to seek unfair advantage (in interpreting this offence the ball is considered the goalkeeper's ball when it is wholly over the goal crease line).

#### **Indirect Free Kick Fouls**

A player who commits any of the following offenses is penalized by the award of an indirect free kick:

- A. kicking a ball that hits the ceiling or the side or end walls above the height of 8 feet. The indirect free kick is awarded at the place where the ball was last touched. If a ball kicked by the opposing team rebounds accidentally off a player and hits the ceiling or the side or end walls above 8 feet, an indirect free kick is awarded to the opposing team at the place where the ball was last touched.
- B. placing his/her hand on the wall to gain unfair advantage (i.e. to push off);
- C. playing in a manner considered dangerous by the referee (i.e. attempting to kick the ball while it is held by the goalkeeper);

- D. charging an opponent (i.e. pushing with the shoulder when the ball is not within playing distance of the players concerned and the offender is not playing the ball);
- E. when not playing the ball, intentionally obstructing an opponent (i.e. inserting oneself between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent);
- F. when playing as goalkeeper, engaging in tactics designed merely to hold up the game and so give an unfair advantage to his/her team by wasting time;
- G. making a sliding tackle;
- H. obstructing the goalkeeper at the goal crease line from rolling out the ball;

**The referee may stop the game, caution the player and award an indirect free kick to the opposing team for any of the following offenses:**

- A. persistently infringing the rules of the game;
- B. showing, by word or action, dissent from any decision of the referee;
- C. unsportsmanlike conduct;
- D. delaying the start or restart of play;
- E. failing to respect the required distance on a free kick.

**Suspension:** If a player who the referee has already cautioned commits another cautionable offence, the referee shall caution the player, show him/her the yellow card and red card and eject him/her from the game. A player shall also be ejected from the game, if, in the opinion of the referee, he/she:

- A. engages in violent conduct or serious foul play;
- B. uses foul or abusive language;
- C. persists in misconduct after having received a caution.

Any such ejection shall be referred to the League Executive for consideration of further discipline.

**Free Kick:**

When a player is penalized and a direct free kick or indirect free kick is awarded, the opposing team will kick the ball from the place where the offense occurred, but no closer than 10 feet from a goal area. On an indirect free kick, another player must touch the ball before a goal can be scored. During a free kick, all defending players must stand at least 10 feet from the ball.

**Penalty Kick Fouls:**

When a player of the defending team (other than the goalkeeper) enters the goal area to seek unfair advantage, his/her team shall be penalized by the award of a penalty kick to the opposing team. When a player of the attacking team enters the goal area to seek unfair advantage, his/her team shall be penalized by the award of a direct free kick from the goal area.

(c) **Penalty Kick:**

F.I.F.A. Law XIV applies, except that a penalty kick shall be taken from a penalty mark 25 feet from the goal line. All players except the kicker and the goalkeeper must be behind the

ball and at least 10 feet away from the penalty mark. The goalkeeper must have his/her feet on the goal line until the ball is kicked.

If an encroachment is caused by the defending team, the following results:

- a) if a goal is scored, it stands;
- b) if the goal is missed, the kick is retaken.

If an encroachment is caused by the attacking team, the following results:

- a) if a goal is scored, the kick is retaken;
- b) if the goal is missed, play continues.

12. **Substitution:**

Substitutes may enter the playing area “on the fly” so long as the player leaving the game is within 5 feet of the team bench. Any violation of this rule will result in the award of a direct free kick to the opposing team, to be taken from the penalty shot mark.

Substitutions are also allowed during a stoppage in play. Coaches may request an opportunity for substitutions when their goaltender has possession of the ball in the crease. Note: If the process of entering/leaving the field of play causes undue delays, the referee may stop time during substitutions.

A goalkeeper may not be substituted for a penalty kick, except in the case of injury, but may be substituted during a stoppage in play.

13. **Restart:**

After the ball has left the field of play along the sideline, an indirect free kick shall be awarded against the team that last touched the ball, from the place of such contact.

This rule applies only for a venue where one or more points along the sidelines have been determined out of bounds for reasons of safety.

14. **Goalkeeper Returning Ball Into Play:**

After the goalkeeper has picked up the ball within the goal area, or after the ball has been played out of bounds behind the goal line by the attacking team and the goalkeeper has taken possession, he or she shall return the ball into play within 5 seconds. On a rollout, the ball must be returned to play with an underarm motion or a sidearm motion that stays below waist level.

The goalkeeper may also drop the ball from his hands inside the crease and play it with the feet, or he or she may roll the ball outside the goal area and play it with the feet. The penalty for an improper rollout or kick or for taking too much time to put the ball back into play is the award of an indirect free kick to the opposing team, to be taken 12 feet from the goal area.

15. **Goalkeeper Playing Ball Above 8 Feet:**

If the ball rebounds off the goalkeeper and hits the ceiling or the end or side walls above 8 feet, an indirect free kick shall be awarded to the attacking team from a point 12 feet from the goal area and at least 3 feet from the end wall.

16. **Pass Back to Goalkeeper**

If the ball is passed back to the goalkeeper by a teammate, the goaltender may use his or her hands to control the ball, and may return it to play as set out in Rule 14. The goalkeeper may also bring the ball into the crease, pick it up and return it to play as set out in Rule 14

## **Aurora Minor Soccer League** **Zero Tolerance Policy**

The Aurora Minor Soccer League (AMSL) Board of Directors has adopted a zero tolerance policy.

The purpose of this policy is to promote mutual respect, fair play, and cooperation and encourage the values of good sportsmanship throughout the league. The goal is to eliminate verbal abuse and maintain a safe physical and respectful social atmosphere for our players, coaches, referees and spectators.

All AMSL players, coaches, referees, parents and spectators are required to follow the following rules of behaviour to ensure the zero tolerance policy is effective:

- Do not show disrespect to any players, coaches, referees and/or spectators by word or gesture.
- Accept decisions of game officials (referees and coaches) as fair and called to the best ability of those officials.
- Refrain from using any physical or verbal intimidation or abuse and/or profane language at any AMSL function.
- Do not bring any alcoholic beverages or use any illegal substances during soccer activity.
- Do not interfere with the coaches before, during or after games and/or practices.

Any violation of this policy could result in the following actions:

- Immediate ejection from game or gym.
- If the person fails to leave upon request, play will be suspended or cancelled.
- A suspension will be imposed with the potential for expulsion from the league, if required.
- If warranted, the RCMP will be called and charges will be laid.

## THE SOCCER REFEREE

- Ensures that competitors play fairly and in accordance with the rules of the game for the safety and well being of the players.
- Effectively performs his/her duties without favouring one team over the other.

## POWERS AND DUTIES OF THE REFEREE

- Enforces the Rules of the Game as set out by the League or Tournament
- Ensures that the players equipment meets the requirements of FIFA's Law #4:
  - Mandatory equipment is shin guards, jersey, shorts, socks and footwear. (Leagues usually allow alternate t-shirts, sweatpants, wind pants, but always check for those mandatory shin guards under the pants) players shall not use equipment or wear anything dangerous to themselves or others, including any kind of jewellery or watches. (Prior exceptions not posing a hazard include breakaway necklaces, hair clips, bobby pins, stud earrings, cloth bracelets, medical bracelets).
- Acts as the only timekeeper and keeps the official score of the game.
- Stops the game for any infringement of the Laws.
- Stops or, if necessary, suspends the game for outside interference of any kind.
- Ensures that no persons are on the playing area without the referee's permission.
- If a player is injured slightly, allows play to continue until the ball goes out of play.
- If a player is injured seriously, stops the game and ensures the player receives medical attention from their coach and is removed from the player area only when it is safe to do so.
- Ensures that any player bleeding from a wound leaves the field of play. The player can return to the game with the referee's permission once the ref is satisfied that the bleeding has stopped.
- Allows "advantage" when the team of the player who has been "fouled" will benefit from continuing play. If there is no advantage (or the referee is not comfortable with applying "advantage") the referee will stop play and award a "free kick".
- Restarts the game if it has been stopped.
- Punishes the more serious offence when a player commits more than one offence at the same time.
- Takes proper action against coaches who fail to conduct themselves, their team, or their fans in a responsible manner. If necessary, a youth referee can seek the aid of an adult (the other coach) or suspend the game and contact the League.
- Reports to the league or tournament organizers the information needed for a Match Report concerning any disciplinary actions taken by the referee against players, coaches, or other persons. **This includes incidents that happen before, during or after the game.**

## DECISIONS OF THE REFEREE

**The decisions of the referee regarding facts connected with play are final.** However, a referee may change a decision realising that it is incorrect, or at his/her discretion, on the advice of another person, **provided play has not been restarted.** The Referee may require adjustments to be made to the field of play for player safety. For instance, some equipment or bleachers may

be improperly stored. Coaches should be called upon to help the referee to fix these matters of safety.

**The referee makes the final decision regarding equipment and clothing used by players. If players are unable to comply, they cannot play.**

### **REFEREES MUST:**

- Arrive at the game early, with watch, whistle, coin, paper and pencil, yellow and red cards and wearing a shirt (preferably black) that clearly distinguishes them from the players of both teams.
- Ensure that the game starts on time. If a game is delayed for unforeseen reasons (example – locked doors) the referee must shorten the halves so as to end on time and inform the coaches of the change. A delayed game should not be permitted to interfere with the next game if another game is to follow.
- Ensure that each game is played for the correct number of minutes.
- **Keep up with the play and always be in the best position to judge infractions. Any play near the goal crease and the ball crossing the goal line are most critical.**
- Keep track of score by recording each goal on paper. The League does not require the number of the player who scored.
- Keep track of cards. This means the referee should write down the player's name and the team in order to report the incident.
- Not Referee Unsanctioned games. With no disciplinary process in place, referees have little to no authority nor recourse if things get out of hand.

### **REFEREE SCHEDULER AND REPORTING**

Name, phone number and e-mail address of scheduler and statistician should be provided.

### **REPORTING SCORES , INCIDENTS OR CARDS**

Please submit your scores within 48 hours. Include your name, phone number, e-mail address as well as all of the game information required. If referees do not report the score or report late, they generally do not get paid for the game.

Report all cards and incidents to the League within 24 hours. Adult referees should submit a Player Misconduct Report. A youth referee should contact an adult who will write up a report on their behalf. The League or Tournament must provide a contact person, preferably an experienced referee, and have a Disciplinary process in place. Note: There are two levels of Disciplinary Hearings, League and NWTSA. Major suspensions by the League should be passed onto NWTSA for further review.

### **REFEREES EVALUATIONS**

Evaluations are an excellent way to correct deficiencies. Referees will be evaluated against the powers, duties and conduct as outlined above. Results of any evaluation will be provided to the referee for future development.

## Hand Signals



### **Direct Free Kick**

Referee points in the direction of the kick, and ensures that the proper distance is given by the opposition (10ft), then blows the whistle for the kick to be taken

### **Indirect Free Kick**

Referee raises his hand until ball is kicked AND is touched by another player. A whistle for taking the kick is not required.



### **Caution / Sending Off**

Referee holds the Yellow or Red Card above the head and records the information on the player (not right in front of the player's face). A report is filled out at the end of the game.



### **Advantage**

Referee indicates by saying "Advantage" or "Play On" and/or also with his hands that the Advantage Rule Applies and play should continue.

COMPETITION \_\_\_\_\_ DATE: \_\_\_\_\_

FINAL SCORE Home Team \_\_\_\_\_ Away Team \_\_\_\_\_

	HOME TEAM				Team Captains		AWAY TEAM			
	Name				No.	No.				
Color										
	First Half	Time	Second Half	Time	First Half	Time	Second Half	Time		
Score										
Caution and Dismissal	Name		Offense		Name		Offense			

Home Team  
 Away Team