

▶▶ Law 12 Fouls & Misconduct Simplified

Direct Free Kick Fouls

1. Kicks an opponent or attempt*
2. Trips an opponent or attempt*
3. Jumps at an opponent*
4. Charges an opponent*
5. Strikes an opponent or attempt*
6. Pushes an opponent*
7. Tackles/challenges an opponent*
*if careless, reckless or using excessive force
8. Holds an opponent
9. Bites or spits at someone on team list or match official
10. Handball offense
11. Impedes an opponent with contact
12. Throws an object at ball, opponent, or match official, or contact ball with held object

Indirect Free Kick Fouls

1. Plays in a dangerous manner
2. Impedes an opponent without contact
3. Is guilty of dissent, using offensive language and/or actions, or other verbal offenses
4. Prevents the goalkeeper from releasing ball from hands
5. Initiates deliberate trick for ball to be passed to goalkeeper to circumvent the Law
6. Commits any other offense not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player
7. GK plays ball twice /hands
8. GK controls ball with hands when kicked directly or throw-in directly from teammate
9. GK exceeds 6 second possession

Reasons for a Caution: (Yellow Card)

1. Unsporting behavior
2. Dissent by word or action
3. Persistent offenses
4. Delays restart
5. Fails to respect required distance on CK, FK, DB & TI
6. Enters, re-enters, or leaves field w/o permission
7. Entering the referee review area (RRA)
8. Excessively using the review signal

Reasons for a Send-Off: (Red Card)

1. Serious foul play
2. Violent conduct
3. Spits or bites at someone
4. Denies obvious goal scoring opportunity by handball offense
5. Denies obvious goal scoring opportunity by fouling
6. Uses offensive, insulting, abusive language or action
7. Second caution in same game
8. Entering the video operation room

▶▶▶▶▶▶▶▶▶▶ AYSO National Guidelines

Game Management Information

Ball Requirements:

Age Group	Size	Weight	Circumference
Sch. yd, 6U & 8U	#3	10-12 oz	23.0" – 25.0"
10U & 12U	#4	12-14 oz.	25.0" – 26.5"
14U, 16U & 19U	#5	14-16 oz.	26.5" – 28.0"

Team Sizes:

Small-sided matches are permitted for all age groups:

Sch. yd, 6U & 8U: 4v4 recommended

10U: 7v7 recommended

12U: 9v9 recommended

14U, 16U & 19U: 11v11 recommended

Substitution:

Approx midway in 1st half, halftime, approx midway in

2nd half, and in case of an injury.

Length of Games (Minutes):

	Half	Game
Sch. yd, 6U	10	20
8U	20	40
10U	25	50
12U	30	60
14U	35	70
16U	40	80
18U	45	90

Pre-Game ▶▶ Card



Spirit of the Game and the Philosophy of Refereeing

"The Laws of the Game are intended to provide that games should be played with as little interference as possible, and in this view it is the duty of referees to penalize only deliberate breaches of the Law. Constant whistling for trifling and doubtful breaches produces bad feelings and loss of temper on the part of the players and spoils the pleasure of spectators."

Stewards of the Game

Referees and Coaches are asked to work as a team, Stewards of the Game, in order to ensure that player safety is the #1 priority on the field. Coaches, referees, and parents must collaborate to create a safe haven for players to experience the game of soccer and a place where they can play with freedom, confidence, and enjoyment in order to develop as players and to truly reach their potential.

In AYSO, it's about more than the game!

Referee Pre- and Post-Game Responsibilities

1. Arrive 30 minutes early
2. Inspect field for safety hazards
3. Meet coaches, inspect teams and get Game Cards
4. Pre-Game instructions to ARs
5. Conduct coin toss
6. Check with ARs that teams are ready
7. Half-time review with ARs
8. Supervise teams' post-game handshake
9. Complete and submit Game Card

Pre-Game Instructions to Assistant Referees:

Follow USSF/AYSO standard procedures plus any special instructions from the referee

- 1. Throw-in:** Signal ball out of play and direction
- 2. Offside:** Signal, wait for whistle then give appropriate signal for ball placement
- 3. Corner Kick:**
 - Near side: stand behind the kicker and corner flag
 - Far side: stand behind the corner flag
 - Watch for ball out of play, goal and offside
- 4. Penalty Kick:** Stand at intersection of GL and PA line - goal judge and goalkeeper movement
- 5. Goal Scored:** Trot up touchline towards midfield, no flag signal
- 6. No Goal:** Foul before ball crosses GL: stand still and wait for the Ref to come to you. No flag signal
- 7. Fouls:** Signal if missed by Ref and not trifling or doubtful
- 8. Free kicks:** Assist Ref with setting the wall
- 9. Kick-Off:** Count players, check Goalkeeper's ready then signal Ref.
- 10. Penalties to break a tie**
 - 1 AR assigned to GL
 - 1 AR assigned to keep players in center circle and maintain kicking sequence
- 12. Administrative duties:**
 - Time keeping – Back up referee
 - Record keeping – Who watches, who writes?
 - Substitutions – Follow standard procedures
- 13. Questions?**

Assistant Referee Signals

Referee Signals

