

U8 Referee guidelines

Game time : 2 halves of 20 minutes. The clock stays running. At the 9:30 minute mark of both halves take a one minute break for subs and water.

Half time will be 5 minutes. Total time:45 minutes

If game starts late adjust both halves for even playing time. That way all kids sit out the same amount of time. **All games must finish on time.**

Before the game:

1. Introduce yourself to both coaches. Parents and spectators need to be at least 3 feet of the sideline.
2. Equipment Check of both teams:
 - a. Check cleats, shin guards, and uniforms (shirts tucked in)
 - b. No jewelry. Med alert bracelets need to have soft covering(sweat band)
3. Check field lining and goals. Adjust net as needed. Check stakes are firmly in the ground
4. Coin toss. Assign ends of the field. Teams will switch at half.
5. Count players on the field (8)
6. Make eye contact with coaches. Start your watch.
7. Blow the whistle to start the game.

All starts of game (beginning of game and beginning of 2nd half) start with a kick-off in the center circle. After all goals there will be a kick-off.

Quarter breaks are taken at a stoppage in play (throw-in, DFK, after a goal is scored). Play resumes at that same restart as if the game were uninterrupted.

All fouls are restarted with a direct kick. At this age, the majority of calls are dangerous play (This can include pushing, tripping, sliding on the ground) Opposing team needs to be 8 yds away from the ball. Direct kicks awarded in for the attacking team in their opponents penalty area will be given on the edge of the penalty area. (Normally this would result in a penalty kick. There are no goalies, therefore, penalty kicks would be silly.)

Throw-ins are awarded when the ball crosses the line completely. Only blow your whistle if the players are continuing to play after the ball is clearly out of play. Use your arm to indicate the direction of the throw. If the player throwing the ball in does not keep both feet on the ground or makes a poor throw, restart the game with another throw for the same player. Walk over and explain what needs to be corrected. After this throw, play will continue. (At this point any advantage gained by the poor throw will be nullified by the fact that the defending team has had to set up in a defensive position)

Goal kick: The ball is placed anywhere inside the goal box including on the line. The ball must clear the penalty box before it may be touched by another player. If it does not the play must be restarted as a goal kick.

Corner kick: Defending team must give 8 yards space. Short kicks are allowed.

Offside: Not called. Feel free to not allow "Cherry picking". Players should not be intentionally in an offside position waiting for the ball.

Goalies: None. No pseudo goalies. No stationed defenders on the penalty box. Last defender(sweeper) should move up to at least his/her half of the center circle when the ball is down at the opposing end.

Scoring: No official score is kept

Main focus: Safe experience for all players and parents. You are teaching both teams. Expect players to respect you. Coaches set the tone. There are no cautions with cards, but players can

be verbally cautioned for repeated dangerous plays. Communicate clearly with coaches at breaks in the game.