



# Law 5 (8 & 9)



U.S. Soccer Federation Referee Program  
Grade 9 Referee Course  
Small Sided and Recreational Youth Training



# Authority

**Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which they have been appointed.**



**The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.**



# Authority



**The referee may not change a decision if play has restarted or the referee has signaled the end of a half, including extra time and left the field of play or terminated the match.**



# Authority



**The referee can correct a mistake, even if play has restarted, if it is done quickly and involves simple errors such as incorrectly announcing which team has a throw-in or which team has committed a foul.**





# Authority



**Note that decisions about the scoring of a goal or the display of a card, including its color and the player to which it was shown, cannot be changed once play has been restarted.**



# Authority

**Law 5 gives referees the full authority to enforce the Laws of the Game and this authority is separated into powers and duties.**



**Powers are the things referees have the authority to do when they think they are needed.**

**Duties are the things referees are required to do according to the Laws of the Game.**



# Powers and Duties

**Law 5 lists and describes most of the responsibilities of the referee.**



**This includes enforcing the Laws of the Game, controlling the match in cooperation with the ARs and fourth official, if applicable, and ensuring that any ball used in the game meets the requirements of Law 2.**



# Powers and Duties



**The referee also ensures that the players' equipment meets the requirements of Law 4, acts as the timekeeper and keeps a record of the match.**





# Powers and Duties

**The referee may stop, suspend or abandon the match, at their discretion, for any infringements of the Laws of the Game and stop, suspend or abandon the match because of outside interference of any kind.**





# Powers

**Another of the referee's powers is to allow play to continue even after a foul has been committed, if the referee feels that stopping play would unfairly punish the team that was fouled.**

**This concept is referred to as applying advantage.**



# Powers

**Powers give referees the authority to do a number of different things.**

**Referees are empowered to stop, suspend or terminate the match due to any infringements of the Laws of the Game.**

**For example, if a player commits a foul the referee has the authority to stop the match and punish the offender.**



# Powers and Duties



**In addition, the referee allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalizes the original offense, if the anticipated advantage does not develop at that time.**





# Powers

**Because of the experience and skill level of the players, applying advantage may not be appropriate in many small-sided and recreational youth games, but its helpful for referees to understand the concept.**

**Remember that powers are the things that the referee may decide to do, so not applying advantage in favor of calling a foul and making sure a youth player is not hurt is very appropriate at this level of play.**



# Powers

**The referee can also stop, suspend or terminate the game due to any outside interference at any time, which includes bad weather.**

**Remember that player safety is paramount for referees.**



# Powers

**Referees have the power to stop the match if the player is seriously injured, so that the injured player can get medical attention.**

**A referee may also choose to let the game continue until the ball goes out of play, if they believe that a player is only slightly injured.**

**It is important to remember that referees working small-sided and recreational youth games should always err on the caution and stop whenever a player appears to be hurt.**



# Powers and Duties

**The referee must also stop the match if, in their opinion, a player is seriously injured.**



**Examples of a serious injury might include an obvious broken bone, loss of consciousness, or possible concussion.**





# Powers and Duties



**Signs of a serious injury can include a player rolling around in agony, blood flowing from an open wound, or a player who is completely unresponsive, dazed, or disoriented.**



# Powers and Duties

**Referees are not empowered by the Laws of the Game to provide medical treatment to an injured player.**



**The referee should ensure that a player suffering from a serious injury is removed from the field of play by the coach, trainer, parent, or qualified medical personnel.**





# Powers and Duties

**The referee should allow play to continue until the ball is out of play if a player is, in their opinion, only slightly injured.**



**Examples of a slight injury might include when a player has muscle cramps or is slow but able to get up after a minor collision.**



# Powers and Duties

**The determination of what constitutes a serious or slight injury must take into account the age of the player.**



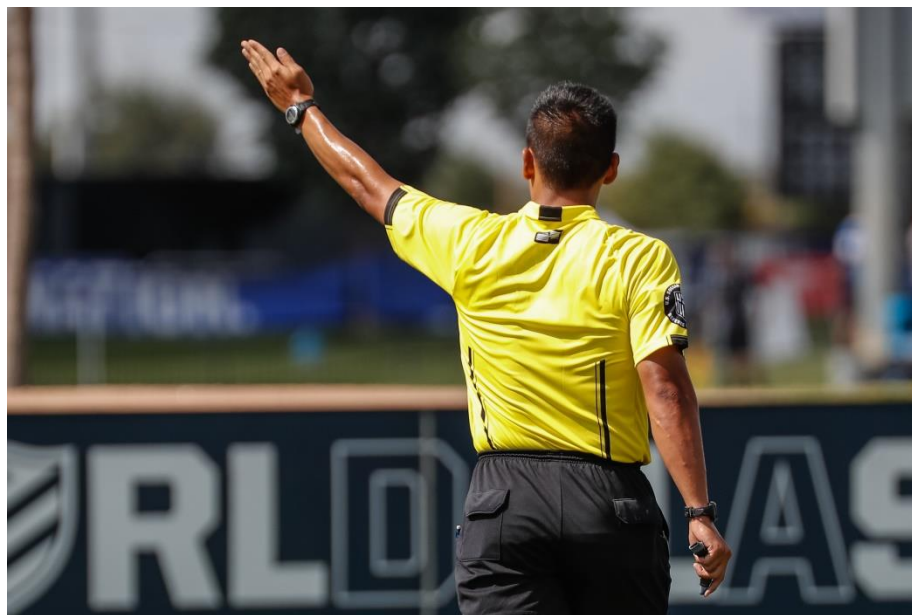
**The younger the injured player, the more likely the referee should stop play.**

**The referee should also ensure that any player who is bleeding or has blood visible on the uniform leaves the field.**





# Powers and Duties

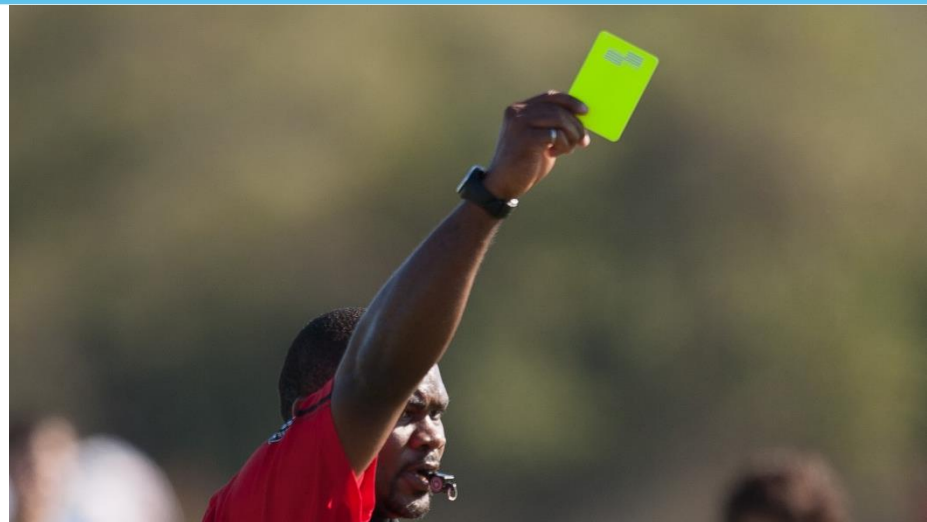


**If a player is injured by a foul punishable by a yellow or red card, that player can be quickly treated on the field and remain on the field.**



# Powers and Duties

**The referee takes disciplinary action against players guilty of cautionable and sending-off offenses.**



**A referee is not obliged to take this action immediately, but must do so when the ball next goes out of bounds or play is stopped.**



# Powers

**Taking disciplinary action refers to a referee using yellow and red cards.**

**The referee has the option to stop the game and issue a card whenever needed. But the referee can also allow play to continue and issue a card before play resumes after the following stoppage.**

**If the referee does not deal with this at the next stoppage of play and play is restarted the disciplinary action for that offence is lost.**



# Team Officials

**Team officials, which includes coaches, managers, and any other person in the bench area must conduct themselves in a responsible manner.**

**Note that the Laws of the Game specify that cards are for players and substitutes, not for team officials.**

**Referees should be aware of any local rules of competition related to the dismissal of team officials.**





# Management

**When managing the team areas and dealing with coaches, referees should employ the Ask, Tell, Dismiss approach.**

**Referees are encouraged to deal with any issues right away to make sure the proper expectations are being set and enforced.**

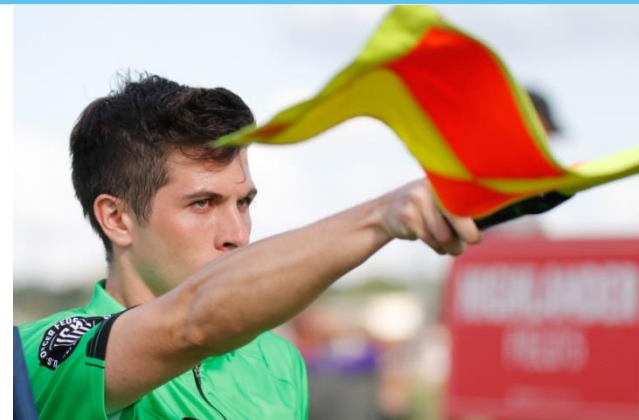
**Whenever dealing with coaches, referees should always remember to be professional and use a respectful tone regardless of how a team official is behaving.**



# Powers and Duties

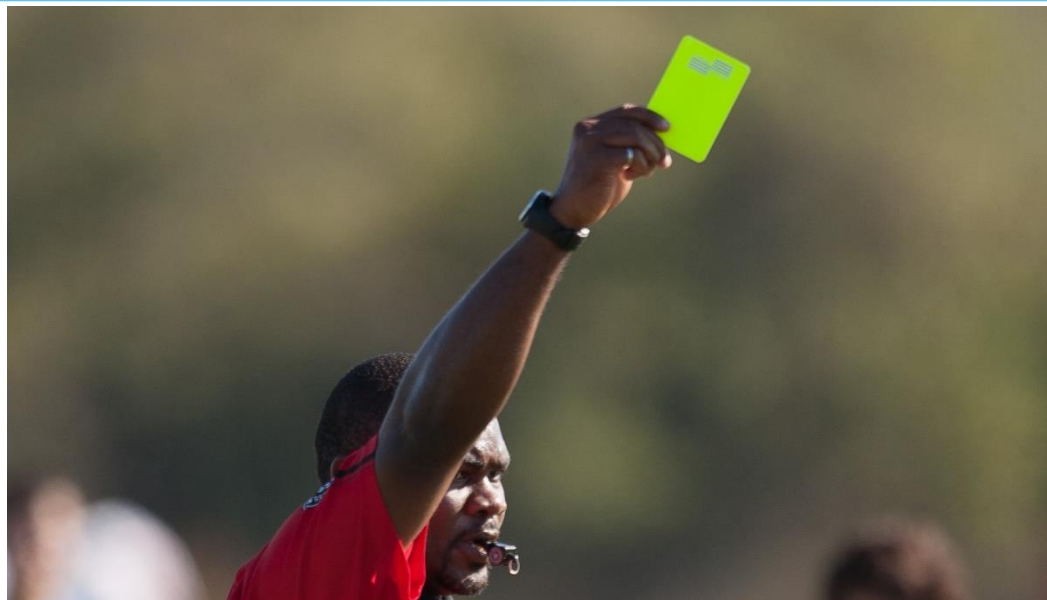
## **Referees should:**

- **also act on the advice of the ARs regarding incidents that they have not seen;**
- **ensure that no unauthorized persons enter the field-of-play;**
- **indicate the restart of the match after it has been stopped**
- **provide the appropriate authorities with a match report.**





# Powers and Duties



**The referee should also take action against team officials who fail to conduct themselves in a responsible manner and may, at his or her discretion, expel them from the field of play and surrounding area.**



# Ask, Tell, Dismiss



**ASK  
TELL  
DISMISS**





# Team Officials

**For those team officials who act irresponsibly, USSoccer recommends the following three step approach:**

- **Ask**
- **Tell ... equivalent to a yellow card**
- **Dismiss ... equivalent to a red card**

**If necessary, referees can skip the Ask and or Tell stages and immediately dismiss officials who are behaving in an extremely irresponsible manner.**



# Powers

**The Ask, Tell, Dismiss approach is a powerful tool referees can use to manage coach behavior.**

**ASK** - When a coach is behaving irresponsibly, ask them to stop.

**“Coach, please let me referee the game”**

**TELL** - If the misbehavior continues, the referee should tell them to stop. This is the same as a yellow card.

**“Coach, that’s all, no more, or I will have to take further action”**

**DISMISS** - If the coach still continues to misbehave, the referee should dismiss the coach from the game. This is the same as a red card.

**“Coach, please leave the field. The match will not continue until you are gone.”**



# Management

**If there are issues with spectators, referees should enlist the support of the coaches.**

**Referees should ask for the appropriate coach to speak with the offending spectators, and let them know that if the behavior continues, the game will not.**

**If a spectator refuses to change their behavior after taking this first step, referees should request that the coach ask the spectator to leave the area.**



# Management

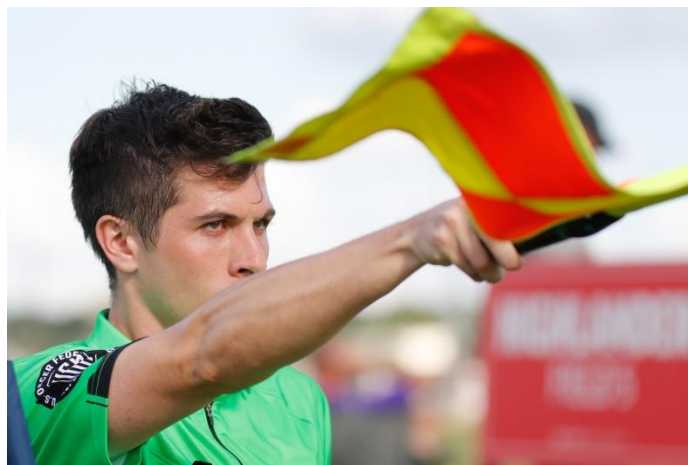
**If the spectator doesn't leave as requested, or if there continues to be constant spectator issues, the referee should end the game.**

**Based on the local rules of competition, referees should report this information and the reason for having to terminate the game to the appropriate competition authorities.**





# Powers and Duties



**A match report should include information on any disciplinary action taken against players and/or team officials and any other incidents that occurred before, during or after the match.**



# Powers

**It is also important that referees understand they have the power to deal with coaches or any other team official who behaves in an irresponsible manner.**

**Referees should be sure to consult the local rules of competition to see how the term team officials is defined locally.**



# Duties

**The first duty of every referee is to enforce the Laws of the Game.**

**This is paramount to ensuring the safety of players and that the game is fair and enjoyable.**





# Duties

**The referee is also required to ensure that the ball and player's equipment meet the requirements of the Laws 2 and 4 and are safe for play.**







# Duties

**When the referee stops the game, they must restart play in accordance with the reason it was stopped.**

**This means the referee is required to indicate and use the correct restart to resume play.**





# Duties

**The referee must also keep time for the match and record all relevant information based on what happens during the game.**

**This can include things such as, recording who scored and at what times the goals came at or reporting what players were cautioned or sent-off.**





# Duties

**It is important to remember that the referee is the official keeper of both the time and the facts associated with the game.**

**This information is important for any game report required by the local rules of competition.**





# Duties

**With safety being the priority for all referees, any player that is bleeding or has blood on their uniform must leave the field.**

**The referee must also make sure that that bleeding has been stopped and that no blood is on the player's uniform before the player can be allowed to re-enter the game.**



# Duties

**If a player commits multiple offenses, the referee must punish the player for the more serious of the offenses.**

**The final duty of the referee is make sure that only authorized persons enter the field of play.**

**Unless called onto the field by the referee, it is important to remember that persons such as coaches, substitutes, and spectators cannot enter the field.**





# Duties

**When appropriate, the referee should work with their referee team to make sure the correct decisions are made during the game.**



**There may be things that happen during the game that the referee does not see, but an AR does see.**

**When this occurs, referees should use the advice provided by their AR.**



# Duties

**A good example of teamwork between officials is when the referee stops play after an AR signals for an offside offense.**



**If a club linesman is used instead of an AR, these individuals can only signal for the ball being in and out of play. The referee will thus have less assistance in making decisions during the game.**

# Duties



**Remember, that the referee has the total and final responsibility for the game, so they must ensure all these duties are carried out to their fullest.**



# Outside Agents

**Outside interference can occur in a number of ways.**

**Some common examples at the competitive youth level might include situations where an extra ball, animal, or other object enters the field.**

**If an outside agent enters the field of play during the match, the referee must stop the match only if it interferes with play.**





# Outside Agents

## Interference

- Play is stopped
- Outside agent is removed
- Play must be restarted with a dropped ball from the position of the ball when play was stopped.
- If play is stopped inside the goal area, the referee drops the ball on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped.





# Outside Agents

## No Interference

- Allow play to continue
- Outside agent to be removed

**If an extra ball, animal, or other object enters the field during the match without interfering with play, the referee must have it removed at the earliest possible opportunity.**



# Outside Agents

If an **outside agent** interferes with play in which the ball is going into the goal, a goal is to be awarded if:

- 1) the ball enters the goal (even if contact is made with the ball) ... and ...
- 2) the interference does not prevent a defending player from being able to play the ball.

If the outside agent's interference stops a sure goal, the referee **can not** award the goal, because the ball never entered the goal itself.



# Advantage

**Advantage allows play to continue when the team against which an offence has been committed will benefit from such an advantage.**

**The referee can penalizes the original offense if the anticipated advantage does not develop at that time.**



# Advantage

**The referee may play advantage whenever an infringement or offense occurs. The referee should consider the following circumstances in deciding whether to apply the advantage or stop play:**

- **Severity of offense**
- **Location of offense**
- **Chances of an immediate, promising attack**
- **Atmosphere of match**



# Advantage

**If the severity of the offence warrants a send off, the referee must stop play and send off the player unless there is an immediate opportunity to score a goal.**

**The location of the offense, for example the closer to the opponent's goal, the more effective applying advantage can be.**

**The chances of an immediate, promising attack, the more likely advantage should be applied.**





# Advantage

**The decision to penalize the original offense or to apply the advantage must be taken within a few seconds.**

**If advantage is applied and the offence warrants a caution, it must be issued at the next stoppage.**

**If the caution is not issued at the next stoppage, it cannot be shown later.**



# Multiple Offenses

**There are occasions when more than one offense will occur at the same time.**

**Play must be restarted according to the most serious offence committed.**

**When there are offenses committed by multiple players from the same team the referee must punish the more serious offence**



# Multiple Offenses

**When there are simultaneous offenses committed by players from both teams the referee must stop play and restart it with a dropped ball from the position of the ball at the time of the stoppage, unless play was stopped inside the goal area, in which case the referee drops the ball on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped.**



# Decisions

**Referees are required to make lots of decision during the course of a game.**



**These decisions will determine the facts associated with the game and that is why referee must keep an accurate record of what the players do during the game.**



# Decisions

**Referees, just like players and coaches, are not perfect and mistakes will be made.**



**It is important for all referees to remember that they can change an incorrect decision, so long as they have not yet restarted the game.**





# Decisions

**A good example of this is when a referee signals in the wrong direction for a throw-in.**

**If the referee realizes this, or perhaps the referee is reminded by an AR, they can correct the signal so long as the throw-in has yet to be taken.**

**When the referee changes a decision, it is important that they explain this and make it clear to all the players on the field that a correction has been made.**



# Positioning

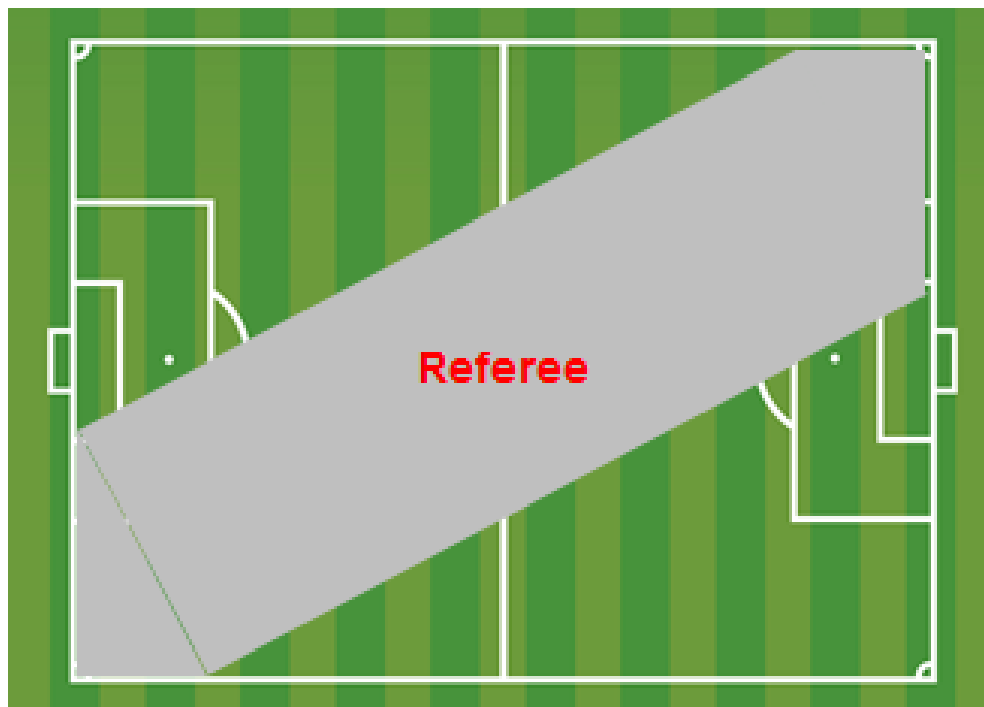
**The referee must be in the best position and close to play to make the correct decision.**

**In order for referees to be in the best position and close enough to play to make the correct decision, they need to be flexible and vary their position by using the Diagonal System of Control (DSC).**



# Positioning

**The DSC allows referees to keep play between them and the ARs because two perspectives on the same play is better than one.**





# Positioning

**It can take lots of games and experience for referees to feel comfortable with their positioning, but here are some recommendations that referees should adhere to when possible.**

**The referee should be close enough to see play without interfering with play.**



# Positioning

**Play and the ball should be between the referee and the lead AR.**

**The lead AR should be within the referee's field of vision and the referee should stay wide in the diagonal system of control.**

**Using width makes it easier to keep play and the lead AR within the referee's field of vision.**

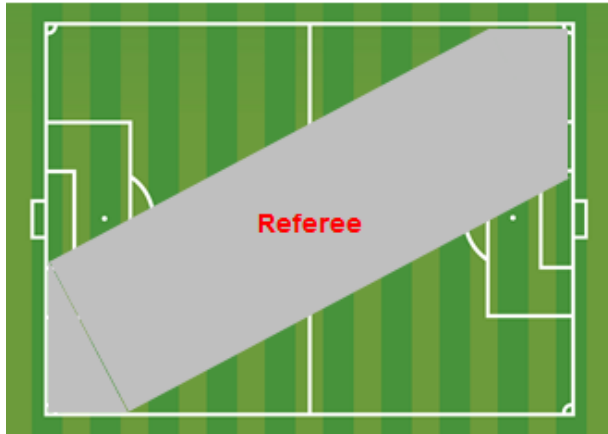




# Positioning

- **Be mindful of surroundings**
- **What needs to be seen**
  - **Not always near the play**
- **Pay attention**
  - **Aggressive player confrontations off the ball**
  - **Possible offenses in area towards which play is heading**
  - **Offenses occurring after ball is played away**

# Positioning

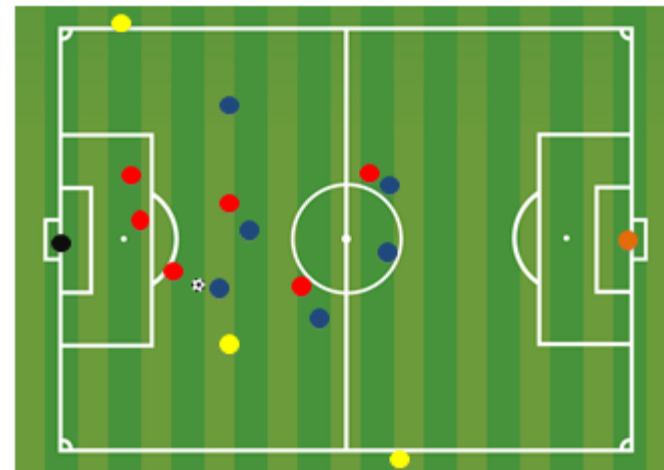


**Because the ARs should be keeping in line with the second-to-last defender or the ball, depending on which is closer to the goal line, there is a limited area of the field they can supervise.**

**However, these areas are important for the ARs to monitor so that the referee can focus on a more manageable amount of space to cover.**

# Positioning

**Note that the diagonal path of the referee is not rigid and should change constantly based on the flow of play.**



**This allows for the referee to get close to the action or to stay out of the players space and passing lanes.**

**The DSC relies on communication between the referee and the ARs.**



# Positioning

**In general, referees should work to keep play between them and the ARs.**

**Referees should also keep an appropriate distance from play that balances the need to make a decision without interfering with the movement of the players and the ball.**

**Proper positioning is something that can take time to develop. Referees should be mindful of these basic guidelines, as they work to gain more experience.**



# Positioning

**Referees should also be aware of how their position can effect their ability to see things happening away from play.**



**At the competitive youth level, referees will likely have assistance from the two ARs, but they still need to be aware that what needs to be seen is not always in the vicinity of the ball.**





# Positioning

**Because of this, referees should also pay attention to:**

- **aggressive individual player confrontations off the ball;**
- **possible offenses in the area towards which play is heading;**
- **offenses occurring after the ball is played away.**





# Referee Signals

**DFK – Direct Free Kick**

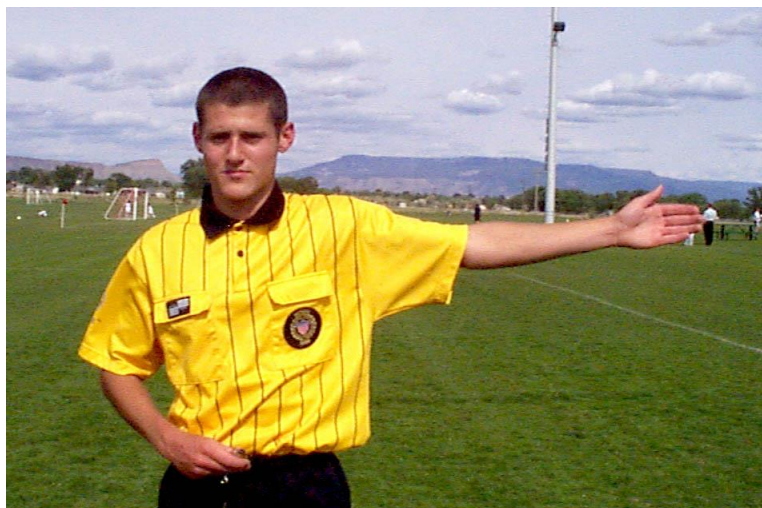


**IFK – Indirect Free Kick**





# Referee Signals



**Direct Free Kick  
(DFK)**



**Indirect Free Kick  
(IFK)**



# Referee Signals







# Referee Signals







# Referee Signals



**Throw-In**



**Advantage**



# Referee Signals



**In addition to the two-armed signal, a single one-armed signal is also permitted, as it is not always easy for referees to run with both arms extended.**

**ADVANTAGE**



# Referee Signals

**CAUTION**



**SEND-OFF**





# Referee Signals



**Caution**  
**(Yellow Card)**



**Send-off**  
**(Red Card)**





# Referee Signals



**First Show  
Yellow Card**

**Second  
Cautionable  
Offense**

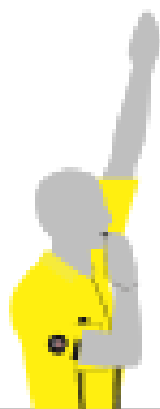


**Then Show  
Red Card.**

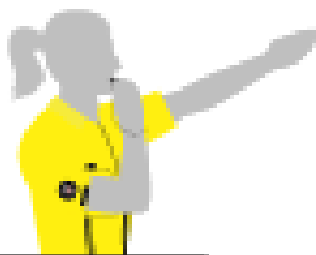




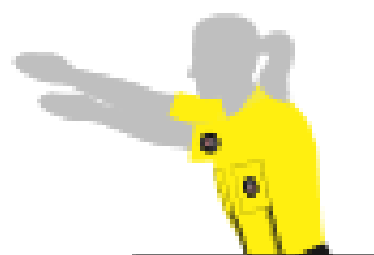
# Referee Signals



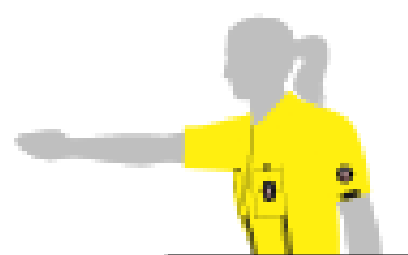
INDIRECT FREE  
KICK



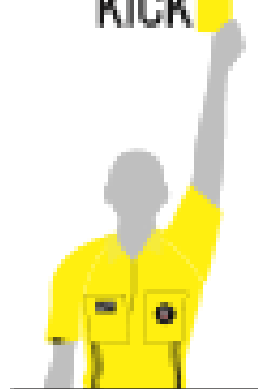
DIRECT FREE KICK



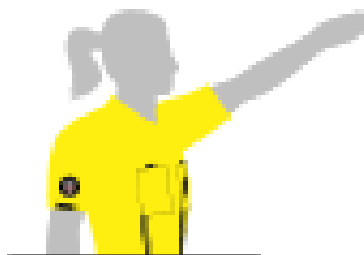
ADVANTAGE  
2-ARMS



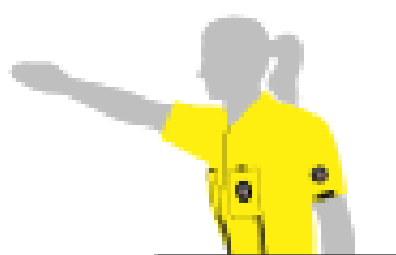
GOAL KICK



MISCONDUCT



CORNER KICK



ADVANTAGE  
1-ARM



THROW IN



# Whistle

**In addition to signaling, referees must also use their whistle to communicate to the players during the game.**

**Referees are required to whistle before every kick-off, penalty kick and free kicks where the referee has delayed the restart.**

**The referee does not have to whistle for a free kick restart unless they have involved themselves in the restart**



# Whistle

The whistle must also be used to restart play anytime following a yellow card or red card for misconduct, an injury or a substitution.

A whistle is not needed to restart play from a throw-in, goal kick or corner kick.

The referee does not have to whistle for a free kick restart unless they have involved themselves in the restart.

Also note that a whistle is not needed when performing a dropped ball restart.



# Whistle

The referee is also required to blow the whistle to stop play for a free kick, a penalty kick, when a period of play has ended, and for a game that is suspended or abandoned.

The whistle is not needed to stop play for a throw-in, goal kick, corner kick or when a goal is scored.



# Whistle

**Except where required, whistling should be held to a minimum so that, when it is truly needed to gain the attention of players, the whistle is more likely to have the desired impact.**



# Body Language

**Body language is a useful tool that referees can use to control the match and to show authority and self-control.**



**These nonverbal tools can have positive or negative effects with players and coaches depending on how the referee utilizes body language.**



# Body Language

**Referees should work to keep their body language positive by:**



- **maintaining good posture;**
- **keeping their head held high;**
- **looking others in the eyes when addressing them;**
- **not showing visible signs of physical or mental fatigue.**



# Pre-game Conference

**Conducting a proper pre-game conference with the assistant ARs is a very important responsibility of the referee.**



**This is a good opportunity for the referee team to get to know one another and make sure everyone is on the same page.**



# Pre-game Conference



**Having a pre-game conference can be important at all levels of play, but these are an essential function when officiating at the competitive youth level and beyond.**





# Uniform



**Perception is reality, so a professional appearance is very important for referees at all levels.**



# Uniform



**The most common uniform shirt color is yellow and each official should have their shirt tucked in at all times.**

**Shorts should be solid black.**





# Uniform

**There are two different styles of approved socks.**



**One style has three white stripes at the top and the other has the Official Sports logo in the middle.**



**Socks should be pulled all the way up at all times.**



# Uniform



**Yellow is the primary uniform color, but there are four other acceptable uniform colors that referees can wear in the event of a color conflict with the teams.**



# Uniform



**These other colors, in no particular order, are black, blue, red and green.**

**Regardless of the uniform color, only the current year's badge should be worn on the left breast pocket of the uniform.**



# Equipment

**In addition to having all the required uniform elements, referees should also be sure to have the appropriate additional equipment needed for the competitive youth game.**

- Whistle
- Watch
- Pen or pencil
- Notebook
- Yellow and red cards
- Coin
- Assistant Referee flags
- Bag



# Equipment

**This equipment includes having multiple whistles and watches, a notepad and something to write with so all the match data can be recorded, yellow and red cards for misconduct, coins used for the coin toss before the game, assistant referee flags as backup or if club linespersons are used, and finally a bag to keep of these items stored and organized in.**





# Equipment

**Referees are athletes too, so they should have fluids and snacks to make sure they are properly hydrated and prepared for the game.**



# PRECAUTIONS

**As a referee, consider wearing sunscreen daily on all areas of your skin exposed to the sun.**

**The recommended sunscreen should have a skin protection factor, or SPF, of 30 or greater, and it should be applied 15 minutes prior to being exposed to the sun.**

**At a minimum, sunscreen should be applied every two hours, but we recommend applying more frequently if you are sweating extensively.**

**While working a game, take advantage of the break at halftime to reapply sunscreen to those areas exposed to the sun.**



# PRECAUTIONS

**For long term skin care and overall health, USSoccer recommends reviewing your skin for any changes or growths on a yearly basis. You should consult your doctor or dermatologist if you notice any changes, and they can be used as additional resources for tips on keeping your skin and body healthy when exposed to the sun.**



# PRECAUTIONS

**There are adjustments you can make to your referee uniform to help protect your skin.**

**If you are going to be exposed to the sun for long periods of time, consider wearing long sleeves or special UV protective clothing.**



# PRECAUTIONS

**Caps may also be worn to protect your face from overexposure to the sun.**

**Be sure that the cap does not endanger the safety of the officials or players.**

**It should be consistent with the colors of the referee uniform and special care should be taken to ensure it does not conflict with the uniform colors worn by either team.**

**The cap should also not contain any commercial logos or marks.**





# REVIEW QUESTIONS

OSSRC 2017-18



# Review Question

**19. Which restart requires the referee to use their whistle before resuming play?**

- A. Corner kick
- B. Dropped ball
- C. Kick-off
- D. Goal kick



# Review Question

**20. Do the Laws of the Game provide referees with certain powers and duties?**

A. Yes

B. No



# Review Question

**21. Do referees have the authority to deal with coaches and other team officials who behave in an irresponsible manner?**

- A. Yes
- B. No





# Review Question

**22. What should the referee do if a player is seriously injured?**

- A. Allow the game to continue
- B. Stop the game immediately so the player can get medical attention





# Review Question

**23. Do referees have the authority to stop, suspend or terminate a game because of infringements of the Laws of the Game?**

A. Yes

B. No



# Review Question

**24. What should the referee do if a spectator is bothering one of the assistant referees?**

- A. Ask the coaches to help deal with the spectator
- B. Show the spectator a red card



# Review Question

**25. What is the referee's primary responsibility?**

- A. Making sure the game is safe for the players
- B. Making sure the players have fun



# Review Question

**26. What position should the referee work to maintain during the game?**

- A. One that will allow him or her to make the correct decision
- B. One that always keeps him or her in front of the play



# Review Question

**27. What approach should referees use when dealing with unacceptable behavior from team officials?**

- A. Warn, Tell, Eject
- B. Caution, Tell, Expel
- C. Ask, Tell, Remove
- D. Ask, Tell, Dismiss





# Review Question

**28. When the referee applies \_\_\_\_\_, he or she allows play to continue when the team who was fouled with benefit.**

- A. Offside
- B. Advantage
- C. Caution
- D. Misconduct