

Law 7 (8 & 9)







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



Periods of Play

Games at the competitive youth level consist of two equal halves of play.



The local rules of competition specify the length of each half depending on the age of players, typically ranging from 30 to 45 minutes.

The use of extra periods of play is rare and is usually limited to tournament settings.



Halftime

Players are entitled to a half-time interval.



This interval should not exceed 15 minutes and the exact time allowed will be determined by the local rules of competition.

The length of the half-time interval may only be altered with the consent of the referee following agreement between both teams.



Game Length

The referee is responsible for keeping time for the game.



Games are usually divided into two halves, but there are some small-sided and recreational youth games that may be played using four quarters.



Game Length



The length of the game and the amount of time allowed for halftime will depend on the local rules of competition.

It's important that all members of the referee team be aware of these rules prior to the start of the game.



U.S. Soccer Player Development Initiative

Duration of the Match:

U-6: 4 quarters x 10 min.

U-7: 4 quarters x 10 min.

U-8: 4 quarters x 10 min.

U-9: 2 halves x 25 min.

U-10: 2 halves x 25 min.

U-11: 2 halves x 30 min.

U-12: 2 halves x 30 min.

The USSoccer Player **Development Initiative** recommends that small-sided youth games use this chart for guidance on the duration of the match depending on the age of the game.



Keeping Time

The referee begins keeping time after the ball is kicked off to start each half or period of play.

The game is continual which means that a referee never stops time on their watch until all the time in each half has been played.

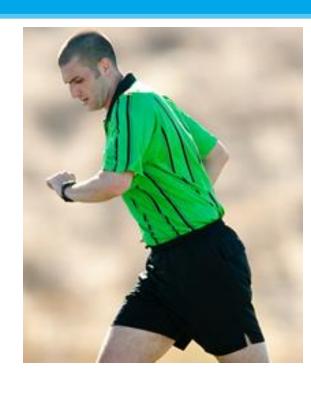




Keeping Time

Again, the amount of time allowed for a game will depend on the local rules of competition.

In addition to the game time indicated by the local rules of competition, the referee has the power and the duty to allow for added time at the end of each half or period of play.





Allowances

At the discretion of the referee, allowance for time lost can be made for:

- Substitutions;
- Assessment of injury to players;
- Removal of injured players from the field for treatment;
- Wasting time;
- Disciplinary sanctions such as issuing a yellow or red card;
- Stoppages permitted by competition rules such as hydration breaks;
- Any other reason as determined by the referee.





Added Time

Allowance for time lost is often referred to as added time.

Once this time has been decided, the referee should do their best to communicate the time to be added to the coach of each team.



This can also be accomplished by informing the AR to inform the coaches.



Allowances

The referee can add as much time as deemed necessary and all allowances of time must be in whole minutes, no fractions of a minute.

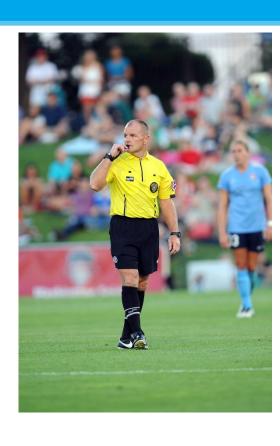




Added Time

Once the amount of added time is decided, the game must be continued for a minimum of that length of time.

For example, if the referee decides there will be three minutes of added time, the game cannot end until the entire three minutes have been played.





Added Time



For the small sided and recreational youth level games added time is often not required, but some common reasons for a referee to allow for added time include the assessment and removal of injured players or blatant time wasting.



Penalty Kick

If a penalty kick has to be taken or retaken, the half is extended until the penalty kick is completed.





Severe Weather

Severe weather is an issue that can impact games at any level.



Since safety is the referee's primary concern, they must be prepared to suspend a game due to severe weather.



Severe Weather

Referees should be sure to know what is expected of them by the local rules of competition and what resources are available to them in making decisions regarding severe weather.





Severe Weather



Again, the local rules of competition can provide specific information on dealing with severe weather and some facilities hosting competitive youth games may have advanced technology that can aid the referee in making decisions about weather conditions.



Weather

Remember that player safety is the primary concern for the referee. The game should be stopped if the weather conditions make the game unsafe for play.



This can include, but is not limited to, lightning, heavy rains, snow or icy conditions, and lack of light.



Lightning



While there are multiple examples of severe weather, lightning is among the most common reasons that a game will need to be suspended.



Lightning

If any of the 3 things below happens, the referee should immediately suspend the game

- 1) If thunder is heard
- 2) If lightning is seen
- 3) If a thunderstorm is heard or seen coming ... or if your hair stands on end.





Lightning

The referee must keep play suspended until at least 30 minutes have passed without any signs of lightning or thunder starting from the last time either was seen or heard.







- 36. The referee's decision to allow for added time should be based which of the following?
 - A. Substitutions, injuries and time wasting
 - B. Normal stoppages for throw-ins, goal kicks and corner kicks
 - C. Suggestions from one or both coaches
 - D. Whether or not the game started on time



37. Who is responsible for keeping the time of the game?

- A. Referee
- B. Volunteer timekeeper
- C. Lead Assistant Referee



38. The game is continual, which means the referee ____ stops time of their watch until all the time in each half or period of play has been played.

- A. Never
- B. Constantly



39. Should the referee stop play if the weather conditions make the game unsafe?

A. Yes

B. No