

Pocket Referee www.coppellyouthsoccer.com **Weather Update: Text WWABW to 84483**

	U5/U6	U7/U8	U9/U10	U11/U12	U13/U14	U15/U16	U17-U19
TIME	4x8min Q	4x12min Q	25 min H	30 min H	35 min H	40 min H	45 min H
BREAK	2mQ/5mH	2mQ/5mH	5 min H	5 min H	5 min H	5 min H	5 min H
PLAYERS	3 min - 4v4	3 min - 4v4	5 min- 7v7	6 min- 9v9	7 min-11v11	7 min-11v11	7 min-11v11
THROW-INS	2 Times	2 Times	1 Time	1 Time	1 Time	1 Time	1 Time
FREE KICKS	Indirect only	Indirect only	I / D	I / D	I / D	I / D	I / D
YDS AWAY	5	6	8	10	10	10	10
KEEPER	No	No	Yes-no punting	Yes	Yes	Yes	Yes
OFFSIDE	No	No	Yes	Yes	Yes	Yes	Yes
CAUTIONS	Verbal	Verbal	V + Cards	V + Cards	V + Cards	V + Cards	V + Cards
BALL	3	3	4	4	5	5	5
HEADING	No	No	No	No	Yes	Yes	Yes

1. Sign in at referee table. Arrive at assigned field in full regulation uniform 30 minutes prior to game with: - Whistle - Yellow and red cards - Flags for assistant referees - Watch for time keeping - Water Bottle - Pocket Ref. Guide - Coin - Pen to keep score
2. Go to assigned field, meet assistant referees (if U9 and above), check field conditions, goals, nets and corner flags.
3. Ten minutes prior to game time, introduce yourself to coaches; check players' equipment; collect team roster / Game Report from each coach and check player ID's (U11 and above). Ask coaches to send captains.
4. Visiting team calls coin toss. The team that wins toss chooses which goal they would like to defend. The other team will take the kick-off.
5. Keep time according to age indicated on Pocket Ref. If playing quarters, restart quarters with last stoppage of play (i.e. goal kick, throw in); if no clear possession, restart with a drop kick at the place where stoppage occurred. Half-time always warrants a new kick off by the team that won the toss at the beginning of the game.
6. After the game, give back the Game Report unless a yellow or red card was issued (U11 and above)
7. U9/U10 only - The build out line is used to promote playing the ball out of the back in an unpressured setting. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball to a teammate (no punting). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

With the permission of the referee, substitutions are allowed:

- (a) at a throw-in by the team in possession;
- (b) at a throw-in by the team not in possession so long as the team in possession is also making a substitution;
- (c) by either team at a goal kick;
- (d) by either team after a goal is scored;
- (e) by either team when the referee has stopped play due to an injury;
- (f) at the beginning of the second half of play; and
- (g) when a caution (yellow card) is given (that player may be substituted for).

A REFEREE'S #1 RESPONSIBILITY IS TO CONTINUE TO ENSURE THE SAFETY OF THE PLAYERS. THE REFEREE CONTROLS THE GAME.