Dynamo Referee Training Course

Introductory Videos: U6

Introductory Videos: U10

Introduction
- This is basic training for working Dynamo Recreation League games only
- What we need to play
  - Safety
- What players do
  - Fairness and Fun
- How to restart play after a whistle
  - 8 restarts
- Being in charge

Introduction
- Dynamo Recreation League plays two types of games
- Micro Soccer
  - Younger kids: U5, U6 and U8
  - no keeper, no offside
  - all kicks are INDIRECT
- Large Field Soccer
  - U10 and older
  - Goal keepers are used
  - offside enforced
Micro Soccer

- U5 and U6
  - size 3 ball
  - 3 v 3
  - no keeper
- U8
  - size 3 ball
  - 4 v 4
  - no keeper
- All kicks are indirect
  - can not score directly from and indirect kick

What we need to play

- Field with markings
  - Micro games use cones to mark the field corners
  - Small goals – light weight = safe
  - Ball – size 3
  - Players
    - with shin guards and safe shoes

The Ball

- Size
  - 3 for micro
  - 4 for large field
  - 5 for U14 and older
- Not dangerous (cuts)
- Pressure: “Thumb test”
- Who checks the ball?
  - YOU DO – the Referee

Properly Equipped Players

- Nothing which is dangerous to themselves or others
- Shirt
- Shorts
- Socks
- Shoes
  - Sneakers or cleats are fine
  - no sandals, no boots, no barefoot
  - Shin guards covered by socks

U5 Games

- Our youngest age group
- Keep the game moving or kids will lose interest
- When ball goes out of bounds, it is tossed back onto the field by a parent, coach or referee
- No need for throw-ins, goal kicks, corner kicks
- Only restart is a kick off

US Games

- INSTRUCTION
  - Remind teams which goal they are shooting at
  - Remind kids to play ball with feet – no hands
  - Stay cheerful – have fun
U6 and U8 Games

- Players will be more familiar with rules
- 4 restarts when ball crosses a boundary line

Boundary lines in soccer are called the touch line and goal line.

Ball In Play

- Ball is out of play when:
  - It WHOLLY crosses a boundary line
  - On the line is IN

What is a goal?

U6 and U8 Games - Restarts

- When the ball crosses the touch line, restart is a THROW IN
  - Where: at the place where ball left field
  - Who: taken by an opponent of team that touched it last
  - How: two hands, over the head, feet on ground

Throw In
U6 and U8 Games - Restarts

- THROW INs
  - If taken improperly by:
    - feet leaving ground
    - stepping onto field
    - using one hand
  - Retake with referee instruction
  - Help the player learn how to take a proper throw in

- 3 restarts when ball crosses the goal line
- All are kicks
  - goal kick (last touched by attacker)
  - corner kick (last touched by defender)
  - kick off (when goal is scored)

Corner Kick

- When given
  - Ball crosses the goal line last touched by the defensive team and a goal is not scored
- How
  - Place the ball at the corner nearer to site that ball left the field
  - Kick is taken by attacking team
  - Ball is in play when it is kicked

Goal Kick

- When given
  - Ball crosses the goal line last touched by the attacking team and a goal is not scored
- How
  - Place the ball in the goal area (if marked)
  - Kick is taken by defending team
  - Ball is in play when it is kicked and leaves goal area
Goal Kick

Goal Kick

U6 and U8 Games – Kick Off

* When given
  * To start the game or 2nd half
  * After a goal is scored

* How taken
  * All players in their own half
  * Kick is taken by opponents of team that scored

* When in play
  * When the ball is kicked and moves forward

Kick Off

Kick Off

U6 and U8 Games – Restarts

* 1 restarts in micro soccer occur when the referee stops play by blowing his/her whistle
  * Indirect free kick
### U6 and U8 Games – Injuries
- Injuries are common in micro soccer
- Stop play when a player is hurt
- Allow coach and or parent to enter field
- Allow injured player to be substituted
- Move away when injured player is being treated
- Get game going again as quickly as possible

### U6 and U8 Games – Restarts
- 1 restarts in micro soccer occur when the referee stops play by blowing his/her whistle
  - Indirect free kick

### Micro Soccer: Fouls
- In micro soccer ALL Fouls are restarted with an INDIRECT kick
  - no direct kicks, no penalty kicks in micro soccer
- You may NOT score from an indirect kick
- The ball must be touched by another player prior to scoring

### What Players Will Do: Fouls
- 10 Fouls in soccer
  - Hands - 4
  - Feet – 4
  - Body - 1
  - Mouth – 1
- 7 Minor Infractions

### Fouls: 4 with the Hands
- Holding
- Pushing  
- Striking
- Handling the ball

### Fouls: 4 with the Feet
- Kicking
- Tripping  
- Jumping at
- Tackling
Fouls: 1 with the Body

- Charging

Fouls: 1 with the Mouth

- Spitting

What Players Will Do: Fouls

- Fouls involve action – “ING”
  - pushing
  - handling
  - kicking
  - tackling
  - charging
  - spitting
- Most do not happen often in micro soccer

Most Common Fouls in Micro Soccer

- Pushing
- Tripping
- Kicking
- Handling the ball
  - must be DELIBERATE handling
  - if the ball hits the hand, this is no foul

Requirements for a Foul

- The ball must be in play
- The act must occur on the field
- The act must be committed against an opponent

Is this a foul?
What was the name of that foul?
- Pushing
- Kicking
- Handling the ball
- Tripping
- Was this a vicious foul?
- Was it deliberate?

Infractions in Micro Soccer
- Dangerous play
- Obstruction

Dangerous Play: Playing on the Ground
- A player can endanger himself when playing the ball on the ground near an opponent.

Dangerous Play: High Kick – Low Head
- Foot above your waist or head below your waist

Simple Rules for All Restarts
- All kicks in micro soccer are indirect
- Player cannot score directly from a kick or throw in. Ball must be touched by another player.
  - can’t score from kick off, goal kick, corner kick, throw in
- Player taking restart can’t touch the ball again until touched by someone else. This is called a double touch.

Simple Rules for All Restarts
- The ball must NOT be moving when taking the kick
- The other team cannot be in the way of the kick
  - free kick means free from interference
PA West Soccer

Dynamo Micro Games

Parents and other spectators

Micro games often have 2 simultaneous games

Players and Coaches only

Keep Parents and players apart

Parents and other spectators

PA West Soccer

Dynamo Micro Games

Parents and other spectators

Micro games play 4-8 min time periods

Players and Coaches only

Play as many periods as you can

Parents and other spectators

Must end on the hour.
Next team gets the field

PA West Soccer

Dynamo Micro Games – referee’s job

Inspect the players for equipment
-safety first – no jewelry

Keep the game going

Instruction – teach the kids the rules.
Help them get in position.
The more you help the players, the less the coaches will get involved

PA West Soccer

You Are In Charge

Know The Rules For The Game

- How long the game will be played?
- How many players per team?
  - U6 - 4-5 min 3v3
  - U7 - 5-6 min 3v3 or 4v4
  - U8 - 7-8 min 4v4

- Are they using a goalie?
  - No

- What size ball is used?
  - micro = size 3
  - large field = size 4

PA West Soccer

Referee Job

- Inspect the field
- Check the players
- Inspect the balls
- Call fouls
- Be fair

PA West Soccer
Referee Crew Responsibility
- Arrive at the field at least 5 minutes the scheduled start
- Check the field for safety issues
  - Are the goals safe?
  - Are the corner cones in place?
  - Are the balls inflated properly and not dangerous?
- Check the players for jewelry or other unsafe items
  - Make sure that they have shin guards

Actions for Respect
- Showing Up
- Standing Up
- Head Up
- Introduction
- Eye Contact
- Facial Expressions
- Body Language

Standing Up

Head Down

Head Up

Dress for Respect
Improper Uniform

Proper Uniform

Proper Uniform for Dynamo Rec Games

Speech for Respect

Yo dude, I’m your ref today...

Coach, my name is ... and I’m your referee for today.
Use of Whistle

- Speak with your whistle
  - Volume = strength
  - Length of sound
  - Tone
  - Repetition

Use of Your Voice

- Say what you think - but think before you speak
- Tone and Volume
  - Ensures that listeners hear exactly what you say
  - Instills confidence
  - Communicates control
  - Slow speech says “I’m in control”

Referee Equipment – what you need to bring to the field

- Referee jersey with badge
- Whistle
- Watch
- Optional equipment
  - sunscreen
  - water

Dynamo – Large Field games

- Older players – U10 and up
- Played on large field
- Use Goal Keeper
- Offside is enforced
- Direct kicks, penalty kicks are used
- 2 Referee’s per game

Dynamo – Large Field games

- penalty area
- goal area

Dynamo – Large Field games

- center circle
- corner arc
Goal Keepers
- can use their hands in their own penalty area
- can leave the penalty area
- can play the ball with feet, head etc inside or outside the penalty area

- once they control the ball with their hands, they have 6 seconds to put the ball back in play
- can not use their hands when the ball comes to them from a team mate’s throw in or a deliberate kick
- can not pick the ball up with hands after releasing from hands

- violations result in an indirect free kick

- Offside is enforced

- unless is in own half of the field
Elements of Offside

There is **NO** offside offense if a player receives the ball directly from:
- a goal kick
- corner kick
- or a throw-in

Determination of Offside

- Is the player in the attacking half?
- Is the player nearer the goal than the ball?
- Is the player nearer the goal than the second last defender?
  - *If yes to all of the above, then*
- Is the player interfering with play or an opponent?
- Is the player gaining an advantage?
  - *IF yes to either above, then Offside, otherwise no infraction*

OFFSIDE POSITION?

INVOLVED IN ACTIVE PLAY?

POSITION & INVOLVEMENT?

AN INFRINGEMENT

The player in offside position has played the ball and has gained an advantage and must be penalized for offside.
What is your decision?

OFFSIDE POSITION?

- Is RED 2 in an offside position?
- Was RED 2 involved in active play?
- What is your decision?

SHOT ON GOAL

- Is RED 2 in an offside position?
- Is RED 2 involved in active play?
- Allow the Goal

Offside Position vs. Activity

- Offside position alone is not an infringement
- Offside position and activity is an infringement

Two Referee System for Large Field games

Dynamo – Large Field games

- 8 Restarts in Large Field Games
- 4 when the ball crosses a boundary line
  - throw in
  - goal kick
  - corner kick
  - kick off

Dynamo – Large Field games

- 8 Restarts in Large Field Games
- 4 when the referee stops play
  - direct free kick (for a foul)
  - indirect free kick (for an infraction)
  - penalty kick (for a DFK in the penalty area)
  - dropped ball (for injury)
**Drop Ball**

- **When given**
  - When referee stops play (whistle) for an injury
  - For outside interference
- **How**
  - Referee drops ball from waist height
- **When in play**
  - When the ball hits the ground
  - Players must wait for the ball to hit the ground

**Dynamo – Large Field games**

- **Direct Free Kicks**
  - Can score directly
  - Given for the 10 fouls
    - Pushing
    - Tripping
    - Holding
    - Kicking
    - Striking
    - Tackling
    - Handling
    - Jumping at
    - Charging
    - Spitting

**Dynamo – Large Field games**

- **Indirect Free Kicks**
  - Can **NOT** score directly
  - Given for the infractions
    - Dangerous play
    - Pass back to keeper
    - Keeper handles ball twice

**Dynamo – Large Field games**

- **Penalty Kicks**
  - DFKs become penalty kicks when they are committed by a defender in their own penalty area
  - **Goal Line**
  - **Penalty area**

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**Drop Ball**

- **How**
  - Referee drops ball from waist height

**Dynamo – Large Field games**

- **Direct Free Kicks**
  - Must occur on the field of play
  - While the ball is in play
  - Committed by a player against an opponent

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**Dynamo – Large Field games**

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**Dynamo – Large Field games**

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  - **Goal Line**
  - **Penalty area**
Referee Signals

- Indirect Free Kick
- Direct Free Kick

Assistant Referee Signals

- Goal kick
- Corner kick
- Throw-in

Assistant Referee Signals

- Offside or
  - Stop play
  - Offside - Far side
  - Offside - Near side
  - Offside - Center
- Foul - Flick or
  - wave flag
- Substitution requested
Dynamo Recreation Referee

- Help the kids have fun and learn the game
- Have fun yourself

- How do I get games?
  contact your referee assignor
  Dynamo Recreation League assignor
  is Harry Levinson
- Answer your emails
- Be professional

Referee Advancement: Where do I go from here?

- Start with Recreation league micro games
  gain experience and confidence
- Move up to Recreation league
  Large field games
  - enforce offside
  - direct, indirect kicks, penalty kicks
- Take the USSF referee certification
- Referee Dynamo Travel games
  - more competitive
  - higher pay (up to $45 per game)

Additional Slides
**Misconduct: Caution = Yellow Card**

1. Persistently infringes laws
2. Unsporting Behavior
3. Dissent by word or action
4. Delays restart
5. Leaves field without referee permission
6. Enters/re-enters field without referee permission
7. Required distance for restart not respected

**Misconduct: Send-off = Red Card**

1. Uses offensive, insulting, abusive language or gestures
2. Denies Goal or Obvious Goal Scoring Opportunity by deliberately handling ball
3. Is guilty of Serious foul play …
4. Denies OGSO to opponent moving toward goal by foul
5. Spits
6. Is guilty of Violent conduct
7. Receives a Second caution