



Connecticut State Referee Program

2018 Recertification - Law Changes

Player Development Initiative

Psychology of Refereeing

Signals and Report Writing



Connecticut State Referee Program

- Most of the “changes” are:
 - rewording or clarification
 - For professional level or national level matches
- **All Laws** - Replace “infringe” with “offend”



Connecticut State Referee Program

Law 3

- Clearer wording for the substitution procedure
- A substitution made at half-time without informing the referee is not a caution
- Changing the goalkeeper at half-time without informing the referee is not a caution



Connecticut State Referee Program

Law 3

What do you do if a player reenters the field without permission from the referee?

- Stop play, can apply advantage if no interference, with game **or a match official**
- Caution the player for entering without permission
- **Player does not have to leave the field of play**
- If play stopped, restart with IFK where ball was if no interference
- **If interference, with a DFK from the location of the interference**



Connecticut State Referee Program

Law 3

What do you do if a team scores a goal with an extra person on the field and you realize it before the game is restarted?

- Play is restarted with a direct free kick from the position of the extra person



Connecticut State Referee Program

Law 5

Who has ever heard of a “sin bin”?

- U.S. Soccer can allow temporary dismissals for some or all cautions in specific competitions and leagues.
- No current use in the United States



Connecticut State Referee Program

Law 7

- A short drinks break is permitted at half-time of extra time

Law 8

- Kicker can stand in the opponent's half at kick-off.
- A team may not score directly against themselves on a kick-off. A corner kick is awarded to the opponents



Connecticut State Referee Program

Law 11

All clarifications - NO Law Change

Next three slides are the actual text.....



Connecticut State Referee Program

Law 11

In situations where:

- a player moving from, or standing in, an offside position is in the way of an opponent and interferes with the movement of the opponent towards the ball this is an offside offence if it impacts on the ability of the opponent to play or challenge for the ball; if the player moves into the way of an opponent and impedes the opponent's progress (e.g. blocks the opponent) the offence should be penalised under Law 12.*



Connecticut State Referee Program

Law 11

In situations where:

- *a player in an offside position is moving towards the ball with the intention of playing the ball and is fouled before playing or attempting to play the ball, or challenging an opponent for the ball, the foul is penalised as it has occurred before the offside offence*



Connecticut State Referee Program

Law 11

In situations where:

- *an offence is committed against a player in an offside position who is already playing or attempting to play the ball, or challenging an opponent for the ball, the offside offence is penalised as it has occurred before the foul challenge*



Connecticut State Referee Program

Law 12 Misconduct Review

What were the changes made to **DOGSO** (Denying an Obvious Goal-Scoring Opportunity)?

Discuss with your neighbors and see if you can remember.....
Then...ok to look it up.

Has this affected a call on the field for anyone?



Connecticut State Referee Program

Law 12 Misconduct Review

- Where a player denies the opposing team a goal or an obvious goal-scoring opportunity by a deliberate handball offence the player is sent off wherever the offence occurs.



Connecticut State Referee Program

Law 12 Misconduct Review

Where a player commits an offence against an opponent within their own penalty area which denies an opponent an obvious goal-scoring opportunity and the referee awards a penalty kick, the offending player **is cautioned unless:**

- The offence is holding, pulling or pushing or
- The offending player does not attempt to play the ball or there is no possibility for the player making the challenge to play the ball or
- The offence is one which is punishable by a red card wherever it occurs on the field of play (e.g. serious foul play, violent conduct etc.)

In these three circumstances the player is still sent off.



Connecticut State Referee Program

Law 12

There are different circumstances when a player must be cautioned for unsporting behaviour, including if a player:

- *commits a foul or handles the ball to interfere with or stop a promising attack **except where the referee awards a penalty kick for an offence which was an attempt to play the ball***



Connecticut State Referee Program

Law 12

There are different circumstances when a player must be cautioned for unsporting behaviour, including if a player:

- *denies an opponent an obvious goal-scoring opportunity by an offence which was an attempt to play the ball and the referee awards a penalty kick*



Connecticut State Referee Program

Law 12

Several changes made to wording for restart after fouls and misconduct section:

- It is a direct free kick if an offence is committed on the field of play against a sent-off player.
- A player who commits an offence against an opposing player/substitute/team official or match official off the field of play is penalised with a free kick on the boundary line
- A substitute/team official who commits an offence against an opposing player or match official off the field is penalised with a free kick on the boundary line
- This Law does not apply for offences between substitutes or team official - it is only for an offence by or against one of the players.



Connecticut State Referee Program

Law 12

Several changes made to wording for restart after an object is thrown

- If a player throws an object at someone off the field of play the free kick is awarded on the boundary line nearest to where the object hit or would have hit the person; this will be a penalty kick if within the offender's penalty area.
- The outcome/impact of throwing or kicking an object onto the field of play is the same as if the person committed the offence directly, so the punishment is the same.



Connecticut State Referee Program

Law 14

Offence by goalkeeper and kicker

Additional text

- *If both the goalkeeper and kicker commit an offence at the **same time**:*
 - *if the kick is missed or saved, the kick is retaken and both players cautioned*
 - *if the kick scored, the goal is disallowed, the kicker is cautioned and play restarts with an indirect free kick to the defending team*



Connecticut State Referee Program

Law 14 – The Penalty Kick

Interference with a penalty kick

Additional text

The ball is touched by an outside agent as it moves forward:

- the kick is retaken **unless the ball is going into the goal and the interference does not prevent the goalkeeper or a defending player playing the ball, in which case the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the ball enters the opponents' goal.**

Explanation

Clarifies what should happen if there is interference with a ball going into the goal at a penalty kick.



Connecticut State Referee Program

Law 16

Attacking player in or entering the penalty area

Additional text

*If an opponent who is in the penalty area when the goal kick is taken, **or enters the penalty area before the ball is in play**, touches or challenges for the ball before it has touched another player, the goal kick is retaken.*



Connecticut State Referee Program

The actual Law Change Presentation has:

- *90 slides*
- *We did not cover*
 - *VARs*
 - *Sin Bins*
 - *High level substitute*
 - *Artificial line markings*
 - *EPTS and communication*
 - *Kicks from the Mark changes*

Player Development Initiatives



A resource for parents, coaches and referees supporting the growth and improvement of grassroots soccer

February 2017

Current Landscape

The coaching and playing environment needs to be improved for 6-12 year olds

Too much emphasis placed on the result of the game

The priority should be to develop skills and abilities

There is a need to educate and empower parents and coaches

- For example, the U.S. Soccer F License is specifically designed for volunteer coaches working with players 8 and younger



Small-Sided Games

Objectives

Provide an age appropriate environment

- Standards align with physiological needs of players based on year of birth

Uniformity across the country and across membership

- Similar to the outcomes listed for birth year registration, having consistent standards allows U.S. Soccer, and the programs of our members, to provide more meaningful messaging and education for parents, players, coaches and referees



Small-Sided Games Chart

	U6 6 years old and younger	U7 7 years old and younger	U8 8 years old and younger	U9 9 years old and younger	U10 10 years old and younger	U11 11 years old and younger	U12 12 years old and younger
Field Size Ranges (yards)	Length 25-35 Width 15-25	Length 25-35 Width 15-25	Length 25-35 Width 15-25	Length 55-65 Width 35-45	Length 55-65 Width 35-45	Length 70-80 Width 45-55	Length 70-80 Width 45-55
Maximum Goal Size (feet)	Height 4 Width 6	Height 4 Width 6	Height 4 Width 6	Height 6.5 Width 18.5	Height 6.5 Width 18.5	Height 7 Width 21	Height 7 Width 21
Ball Size	3	3	3	4	4	4	4
Players	4v4 No GK	4v4 No GK	4v4 No GK	7v7 GK	7v7 GK	9v9 GK	9v9 GK
Game Time (minutes)	4x10	4x10	4x10	2x25	2x25	2x30	2x30
Offside	No	No	No	Yes	Yes	Yes	Yes



7v7 Standards



7v7 Player Development Philosophy

Coaches should have the age appropriate license issued by U.S. Soccer

The training-to-game ratio should be 2-3 training sessions per game played

Rosters should include no more than 12 players

Players should participate in no more than 20 games per calendar year and in no more than one game per day

Every player should play a minimum of 50% of the time in each game

“SHOULD”– this is not enforced by USSF referees



7v7 Player Development Philosophy

Results and standings should not be recorded

Players should have a minimum of 2 rest days per week during the season along with planned breaks from organized soccer during the calendar year

Any travel should be limited to no more than an hour away

Events (tournaments, showcases, festivals, etc.) should provide a predetermined number of games with no advancement, placement games or champions

“SHOULD”– this is not enforced by USSF referees



7v7

Concussion Initiative

Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee is instructed to stop play to allow for treatment/evaluation as needed

If the player leaves the field of play for additional evaluation, a substitution can be made in that moment

The player with the suspected head injury **may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player**

Any coach or parent insisting on returning the player to the game without approved clearance will result in the referee ending the game



7v7

Concussion Initiative

Deliberate heading is not allowed in 7v7 games

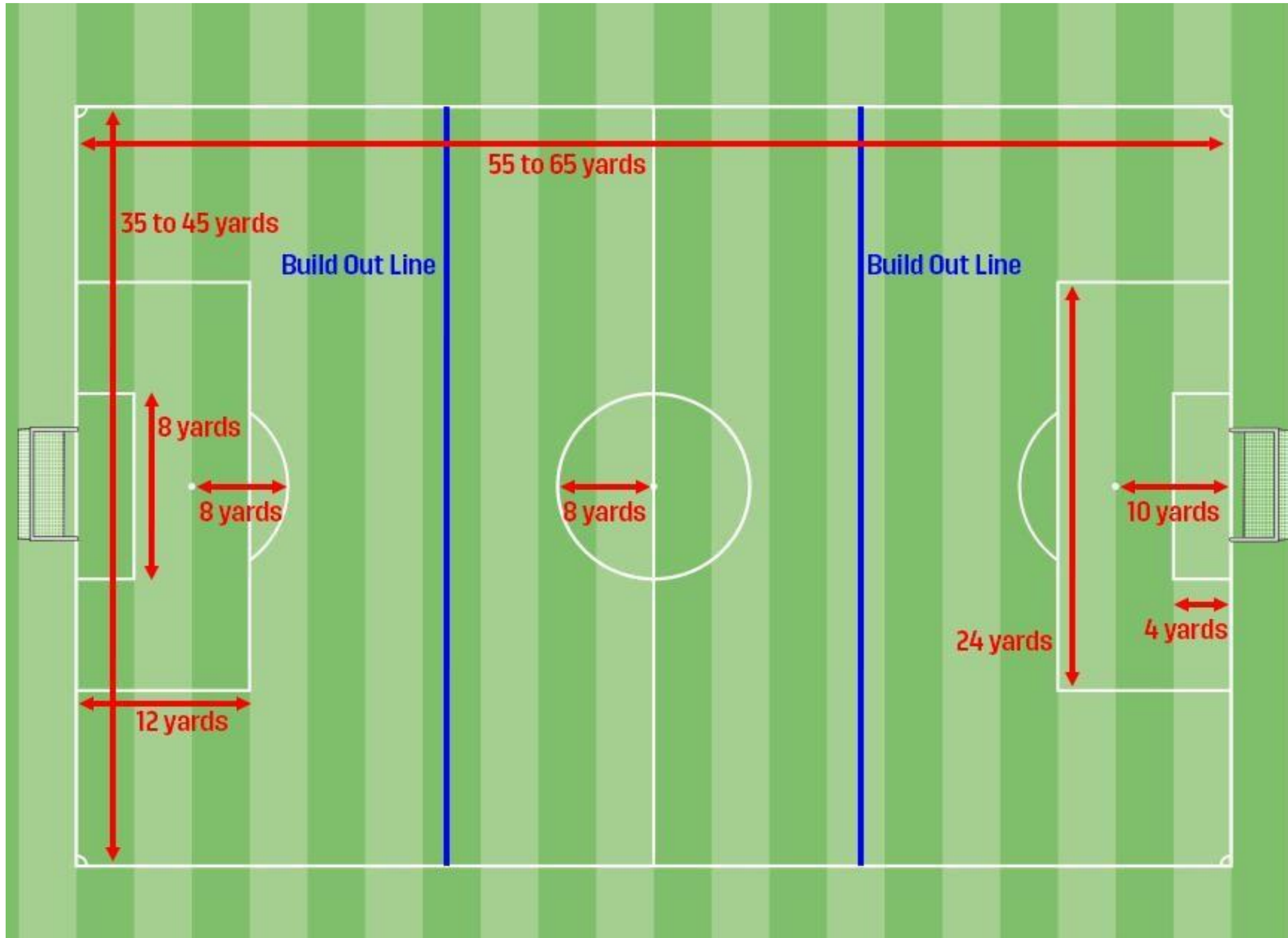
If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense

If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred

In a controlled and individual environment (where heading is an isolated skill being taught away from any form of opposition or other aspects of the game), the use of lightweight balls (foam, balloon, etc.) would be acceptable for teaching heading technique



7v7



7v7 Standards of Play

Build Out Line

The build out line promotes playing the ball out of the back in a less pressured setting

When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play

Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal

The opposing team must also move behind the build out line during a goal kick until the ball is put into play



7v7 Standards of Play

Build Out Line

If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense

If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred



7v7 Standards of Play

Build Out Line

The build out line will also be used to denote where offside offenses can be called

Players cannot be penalized for an offside offense between the halfway line and the build out line

Players can be penalized for an offside offense between the build out line and goal line



7v7

Build Out Line Practical Applications

Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line

However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes



7v7

Build Out Line Practical Applications

To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play

Coaches are responsible for addressing these types of issues with their players

Referees can manage the situation with misconduct if deemed appropriate

Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line



7v7 Standards of Play

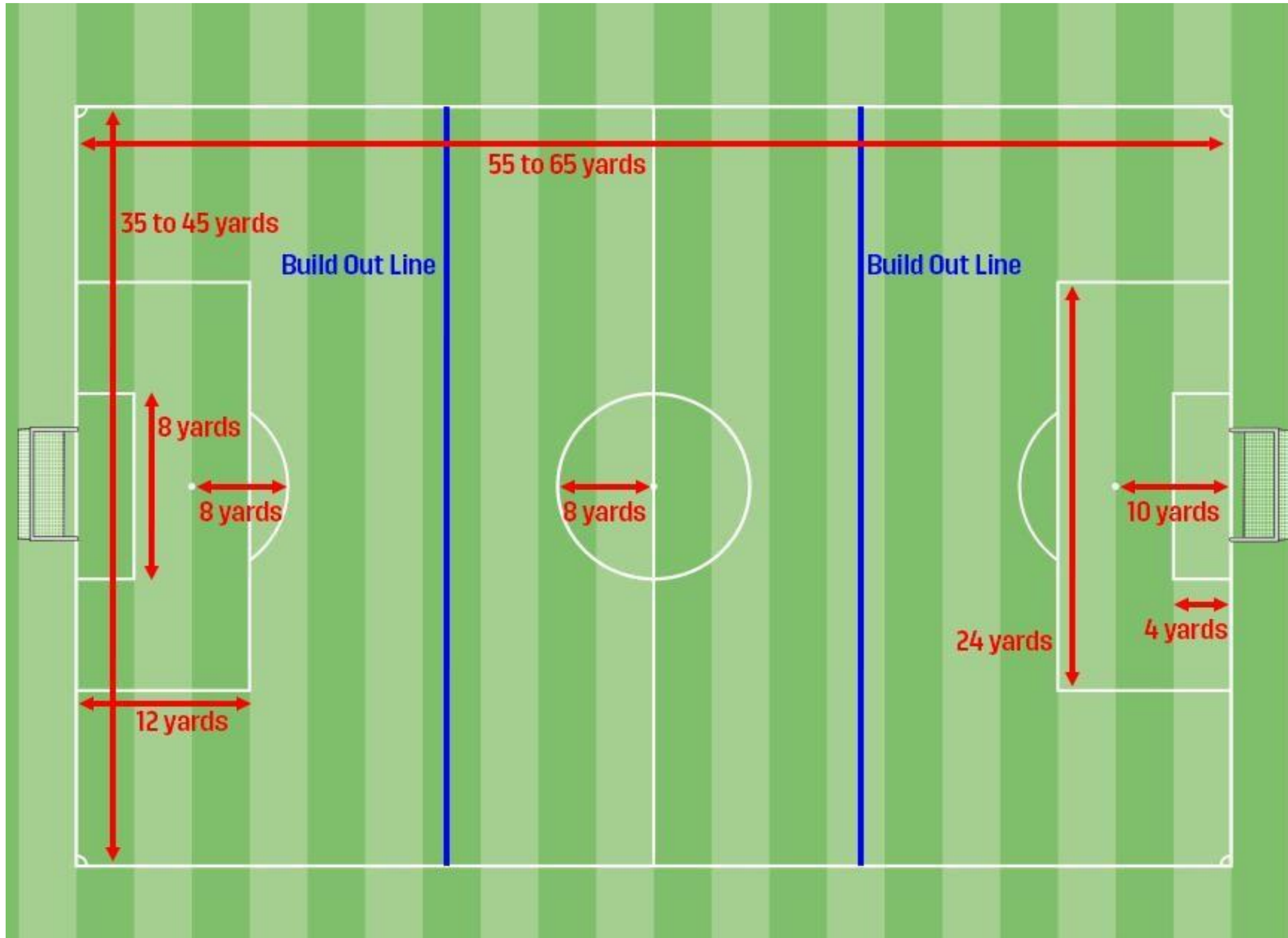
Modified Laws of the Game

Law 1 – Field of Play

- 55-65 yards (length)
- 35-45 yards (width)
- Goals should be no larger than 6.5 feet (height) x 18.5 feet (width)
- A 6.5 feet (height) x 12 feet (width) goal is recommended based on the age and ability of the players
- Diagram contains recommended field markings and dimensions
- Build out lines should be equidistant between the penalty area line and halfway line



7v7



7v7 Standards of Play

Modified Laws of the Game

Law 2 – Ball

- Size 4

Law 3 – Players

- 7v7 (6 field players and 1 goalkeeper)
- Game may not start or continue if there are less than 5 players on a team
- Substitutions are unlimited and can occur at any stoppage



7v7 Standards of Play

Modified Laws of the Game

Law 5 – Referee

- Minimum certification as a U.S. Soccer Grade 9 Referee

Law 6 – Other Match Officials

- Used at the discretion of the competition



7v7 Standards of Play

Modified Laws of the Game

Law 7 – Duration of the Match

- 2 halves
- 25 minutes halves
- 10 minute halftime
- No added time



7v7 Standards of Play

Standard Laws of the Game

Law 4 – Players' Equipment

Law 8 – Start and Restart of Play

Law 9 – Ball In and Out of Play

Law 10 – Method of Scoring

Law 11 – Offside

Law 12 – Fouls and Misconduct*

Law 13 – Free Kicks

Law 14 – Penalty Kick

Law 15 – Throw-in

Law 16 – Goal Kick

Law 17 – Corner kick

*With the exception of deliberate heading and punting



9v9 Standards



9v9 Player Development Philosophy

Coaches should have the age appropriate license issued by U.S. Soccer

The training-to-game ratio should be 2-3 training sessions per game played

Rosters should include no more than 16 players

Players should participate in no more than 30 games per calendar year and in no more than one game per day

Every player should play a minimum of 50% of the time in each game

“SHOULD”– this is not enforced by USSF referees



9v9 Player Development Philosophy

Results and standings should not be recorded

Players should have a minimum of 2 rest days per week during the season along with planned breaks from organized soccer during the calendar year

Any travel should be limited to day trips with limited allowances for overnight stays

Events (ex: tournaments, showcases, festivals, etc.) should provide a predetermined number of games with no advancement, placement games or champions

“SHOULD”– this is not enforced by USSF referees



9v9

Concussion Initiative

Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee is instructed to stop play to allow for treatment/evaluation as needed

If the player leaves the field of play for additional evaluation, a substitution can be made in that moment

The player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player

Any coach or parent insisting on returning the player to the game without approved clearance will result in the referee ending the game



9v9

Concussion Initiative

Deliberate heading is not allowed in U11 games. Heading is currently allowed in U12 games without limitations but membership is empowered to limit or ban heading at this level of play

If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense

If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred

In a controlled and individual environment (where heading is an isolated skill being taught away from any form of opposition or other aspects of the game), the use of lightweight balls (foam, balloon, etc.) would be acceptable for teaching heading technique



9v9 Standards of Play

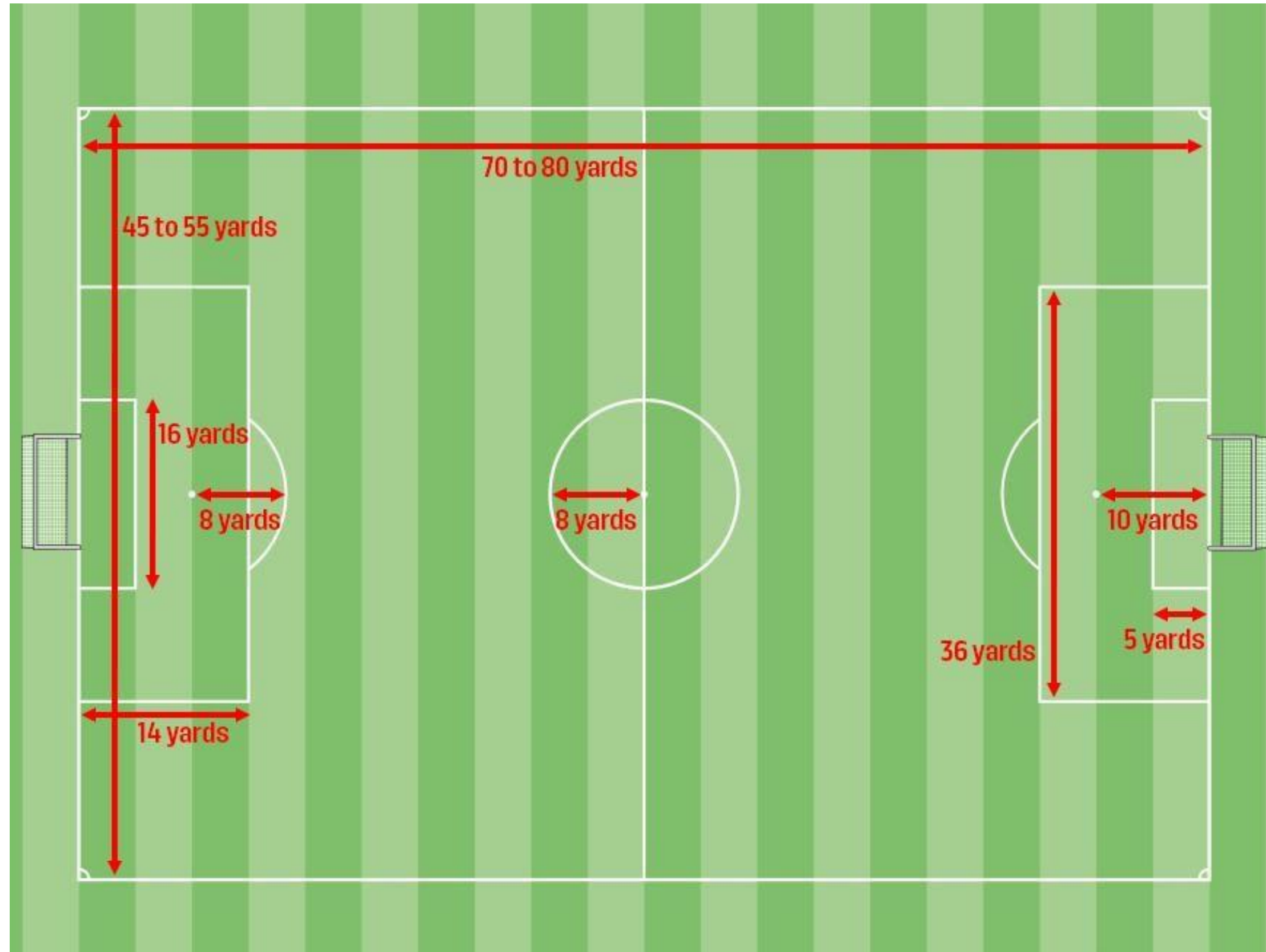
Modified Laws of the Game

Law 1 – Field of Play

- 70-80 yards (length)
- 45-55 yards (width)
- Goals should be no larger than 7 feet (height) x 21 feet (width)
- A 6.5 feet (height) x 18.5 feet (width) goal is recommended based on the age and ability of the players
- Diagram contains recommended field markings and dimensions



9v9 Standards of Play



9v9 Standards of Play

Modified Laws of the Game

Law 2 – Ball

- Size 4

Law 3 – Number of Players

- 9v9 (8 field players and 1 goalkeeper)
- Game may not start or continue if there are less than 6 players on a team
- Substitutions are unlimited and can occur at any stoppage



9v9 Standards of Play

Modified Laws of the Game

Law 5 – Referee

- Minimum certification as a U.S. Soccer Grade 9 Referee

Law 6 – Other Match Officials

- Used at the discretion of the competition authority



9v9 Standards of Play

Modified Laws of the Game

Law 7 – Duration of the Match

- 2 halves
- 30 minutes halves
- 10 minute halftime
- No added time



9v9 Standards of Play

Standard Laws of the Game

Law 4 – Players' Equipment

Law 5 – The Referee

Law 8 – Start and Restart of Play

Law 9 – Ball In and Out of Play

Law 10 – Method of Scoring

Law 11 – Offside

Law 12 – Fouls and Misconduct*

Law 13 – Free kicks

Law 14 – Penalty Kick

Law 15 – Throw-in

Law 16 – Goal kick

Law 17 – Corner kick

*With the exception of deliberate heading in U11 games



Implementation

Timeline

All information about the Concussion Initiative is implemented with immediate effect

Birth year registration and the small sided standards will be mandated in August 2017

- Some members have chosen to adopt earlier as a best practice and will begin implementing in August 2016
- Please contact your local member for more information on implementation

The Player Development Philosophy information is provided as best practice standards

- Although not currently mandated, U.S. Soccer believes members should adopt these principles to align with our values and objectives for player development



What You Can Do

How to Best Support the Changes

Have patience

Stick to the facts

Read the FAQ

Communicate with and get answers from your local member and leaders



Player Development Initiatives



A resource for parents, coaches and referees supporting the growth and improvement of grassroots soccer

February 2017



Connecticut State Referee Program

Referee Psychology – The Mental Game

“We need years to build up referees and one second to destroy them.”

Pierluigi Collina, FIFA referee

“When I am right, no one remembers. When I am wrong, no one forgets.”

Doug Harvey, Hall of Fame Umpire



Connecticut State Referee Program

Referee Psychology – The Mental Game

- *Being a successful referee is difficult*
- *The best referees make mistakes*
- *Being a teenage referee is even more difficult*
 - *Adults are not used to teenagers in charge*
- *However*
 - *Our actions can improve our chances of success*



Connecticut State Referee Program

Referee Psychology – The Mental Game

- *You need to be on time*
- *You need to look good*
- *You need to introduce yourself with a professional demeanor and eye contact*
- *You need to blow the whistle and signal properly*
- *You need to run as necessary and take the game seriously*



Connecticut State Referee Program

Referee Psychology – The Mental Game

What do I need to be good at to be a good referee?

- *Knowledge of the Laws*
- *Decision-making skills*
- *Psychological Skills*
- *Strategic Skills*
- *Physical Fitness*
- *Communication*



Connecticut State Referee Program

Referee Psychology – The Mental Game

Knowledge of the Laws

- *Laws of the Game*
- *Know the book*
- *The signals*
- *The competition rules*

Strategic Skills

- *Interpreting the Laws for the level of play*
- *Being in the correct position to see*
- *Decision-making skills*



Connecticut State Referee Program

Referee Psychology – The Mental Game

Psychological Skills and Communication

- ***Always** treat coaches and players with respect and use a firm, calm voice*
- *Do not underestimate the importance of the pregame process on the impression it gives to players, coaches, and parents*



Connecticut State Referee Program

Referee Psychology – The Mental Game

Decision-making Skills and Physical Fitness

- *Quick, accurate, and firm decisions*
- *Be close to play!*



Connecticut State Referee Program Referee Psychology – The Mental Game

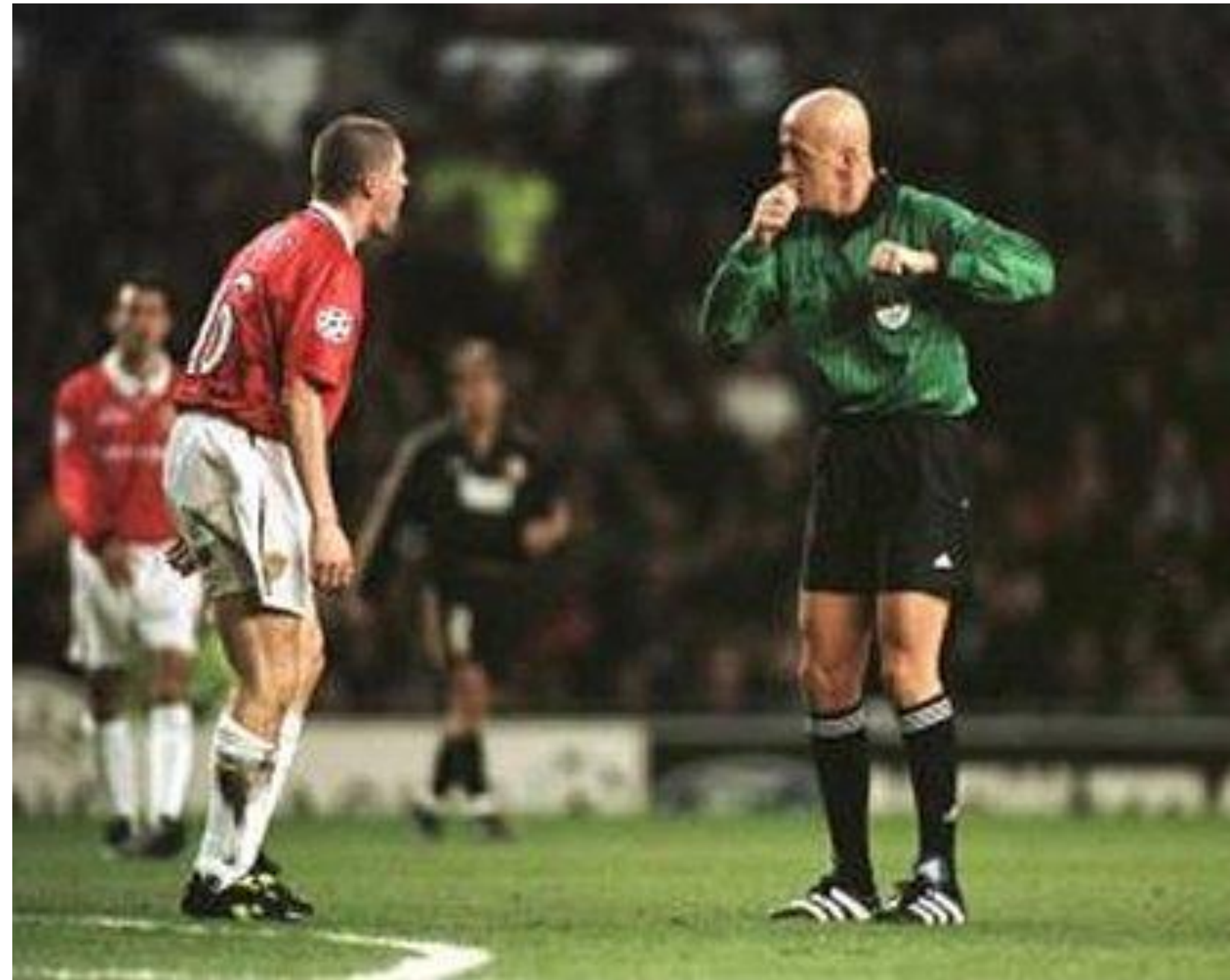
Some final thoughts.....



Connecticut State Referee Program

Referee Psychology – The Mental Game

**Show
Confidence**





Connecticut State Referee Program

Referee Psychology – The Mental Game

**Answer
Reasonable
Questions**





Connecticut State Referee Program

Referee Psychology – The Mental Game

*Stay in touch
with your
assistants*

