

## United States Soccer Federation Code of Ethics for Referees

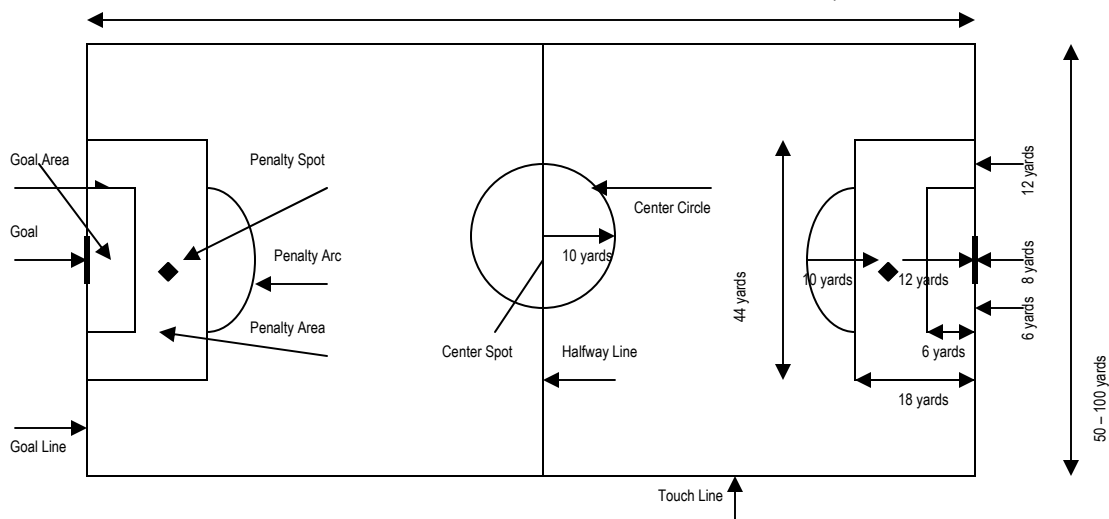
1. That I will always maintain the utmost respect for the game of soccer
2. That I will conduct myself honorably at all times and maintain the dignity of my position.
3. That I shall always honor a contractual obligation.
4. That I will endeavor to attend local meetings and clinics so as best to know the laws of the game and their proper interpretation.
5. That I will always strive to achieve maximum teamwork with my fellow referees and linesmen.
6. That I shall be loyal to my fellow referees and linesmen, and never knowingly promote criticism of them.
7. That I shall be in good physical condition so as to be in the right place at the right time.
8. That I will control the players effectively by being courteous and considerate without sacrificing firmness.
9. That I shall do my utmost to assist my fellow officials to better themselves and their work.
10. That I shall not make statements about any game except to clarify an interpretation of the Laws of the Game.
11. That I consider it a privilege to be a part of the United States Soccer Federation and I will strive to make my actions reflect credit upon that organization and its affiliates.

## The Field of Play

The diagram below shows the field of play for USSF and CSC House League games. Note that the Penalty Spot (used only for penalty shots) is located  $\frac{2}{3}$  of the distance from the goal line to the penalty area line. If the Penalty Spot is not properly marked, the referee is to pace off 12 yards from the goal line and set the ball so that it is centered between the goal posts.

### *Field Dimensions and Terminology*

(These lines are part of the area that they define. *Division 1 & 2* 85 - 130 yards Revised July 2003)



### ***Special Rules for Division IV and V***

1. A smaller field is used for the younger players (approximately 1/3 to 1/2 the size of the USSF field).
2. There is no Penalty Spot on the field for Division IV and V, since there are no penalty kicks allowed.

## **The Ball**

The game ball will be supplied by the home team coach. (A ball is supplied to each coach by the CSC for game use only.) Check the ball for correct pressure (the ball should yield slightly to firm pressure) and appropriate size for the Division. There should be no tears in the ball or other problems which would make the ball unsafe for play.

<b>Division</b>	<b>6</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Ball</b>	<b>5</b>	<b>5</b>	<b>4</b>	<b>4</b>	<b>3</b>	<b>3</b>

The referee is solely responsible for returning the game ball to the home team coach at the end of the game.

## **Number of Players**

A match shall be played by the two teams, each consisting of not more than eleven (11) players, one of whom shall be the goalkeeper. The minimum number of players is seven (7), including the goalkeeper. If a team cannot field seven legal players, the game shall not continue.

Division	<b>6</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
Players	11 v 11	11 v 11	9 v 9	8 v 8	6 v 6	4 v 4
Minimum Players	7	8	7	6	4	3

***This is House League.*** If your opponent only has 9 players try to even it out.

## **Substitutions**

1. No substitutions may be made until acknowledged by the referee
2. Both teams are permitted to substitute:
  - a. After a goal is scored
  - b. During a period or half-time intermission
  - c. After an injury time-out
  - d. On a goal kick
3. Both sides may substitute on a throw-in.
4. Any on-field player may change places with the goalkeeper during a stoppage in play, with the referee's permission.
5. Unlimited substitutions are permitted

## Players' Equipment

- A player shall not wear equipment that is dangerous to another player. Check players for proper cleats (metal spikes are not allowed) and for jewelry, watches, etc. A player with a plaster or fiberglass cast protecting an injury will not be permitted to play.
- Shinguards are mandatory equipment, and shall be completely covered by socks.
- Jersey, shorts, and socks of teammates, except for goalkeeper, shall be of the same color, design and pattern. Each player on a team shall have a unique number permanently affixed to his uniform.
- The goalkeeper shall wear colors which distinguish him from his teammates and the referee.
- Other apparel may be worn under the jersey or shorts, but should be similar in color to the jersey and shorts.
- A player with improper equipment shall be sent off the field of play to adjust or correct the equipment. The player must be inspected by the referee before rejoining the game.
- Jersey's must be tucked in at all times.

## Referees

The referee is in COMPLETE charge of the game. He/She is the timekeeper and keeps a record of the contest. The referee is empowered to stop play for injury or other reasons, and to restart when ready. He/She may also end the game due to inclement weather, spectator interference, etc. The referee administers penalties and cautions or expels players for misconduct. His/Her decisions are FINAL.

## Linesman

There are two (2) linesmen, one supplied by each team. Their chief duty is to indicate when the ball is out of play and which side is entitled to the corner kick, goal kick, or throw-in. The linesmen are equipped with flags, which they use to signal the referee. By signaling, they assist the referee in controlling the game.

## Duration of the Game

In the CSC House League, the following times shall apply:

Division	6	1	2	3	4	5
Number of Periods	4	4	4	4	4	4
Duration (minutes)	18	18	15	15	15	15

- There will be two (2) minutes between periods and five (5) minutes at half-time.

- Keep a fair time for the game and continue time. Add time on to the game only for: time wasting, injuries, cautions or ejections, odd things ( dog on the field, etc.) or a penalty kick after time has expired.
- A game which is terminated by the referee before the first half has been completed shall be replayed in its entirety. A game which is terminated after the completion of the first half shall be considered official.

## **Start of Play**

At the beginning of the game, choice of ends and kickoff shall be decided by the toss of a coin, with the home team calling the toss. The winner shall pick the end it will defend or attack. The other team will get the ball at kickoff.

The referee will give the signal to start the game. The ball must be kicked from a stationary position in the center of the field and MUST GO FORWARD INTO THE OPPOSING HALF OF THE FIELD to be considered in play. A goal CAN be scored directly from a kickoff. For any infringement of the law, the kick is retaken.

If the starting kicker kicks the ball twice without another player kicking the ball, then an INDIRECT free kick is awarded the opposing team.

After a goal has been scored, the game shall be restarted in like manner by a player of the team losing the goal.

After half-time, when restarting the game, ENDS SHALL BE CHANGED and the kickoff shall be taken by a player of the team opposite to that of the player who started the game. For Divisions I, II, III, and IV, this means that one team will have the kickoff for the first and fourth period: the opposing team will have the kickoff for the second and third periods.

**FOR DIVISIONS IV & V** *There shall be a retake of the kickoff for any and all infringements of the law.*

## **Drop Ball Restart**

When restarting the game after a temporary suspension of play from any cause not mentioned elsewhere in these laws, the referee shall drop the ball at the place where it was when play was suspended, and it shall be deemed in play when it has touched the ground.

Drop ball restarts are used after such things as injuries, outside agents (dogs, etc.) and any temporary suspensions (ejections).

**FOR DIVISION IV & V** **There will be no drop ball.** *The referee will instead award an INDRECT kick to the team in possession of the ball when play was stopped.*

## Ball In and Out of Play

The ball is OUT of play when it has completely crossed the goal line or touch line, whether on the ground or in the air, or when the game has been stopped by the referee.

The ball is IN at all other times from the start of the match to the finish, including:

- If it rebounds from a goalpost, crossbar or corner flag in the field of play.
- If it rebounds off either the referee or linesmen when they are in the field of play.
- In the event of a supposed infringement of the laws until a decision is given.

## Method of Scoring

A goal is scored when the whole of the ball has passed over the goal line, in the air or on the ground, between the goalposts and under the crossbar, providing it has not been thrown, carried or intentionally propelled by hand or arm.

## Offside

USSF laws for OFFSIDE apply only to Division 1, II, III and VI(Senior) in the CSC House League. There is NO OFFSIDE called in Division IV.

The general rule is that two (2) defending players (the goalie can be one), must be between the offending player and the goal line, in the opponents, in the opponents half of the field at the time the ball is kicked by his teammate.

If a player is declared offside, the referee shall award an INDIRECT FREE KICK, which shall be taken by a player of the opposing team from the place where the infringement occurred.

A player cannot be offside merely by being in an offside position or receiving the ball directly from a goal kick, corner kick, throw-in, or drop ball.

Even though a player is technically offside, he is not declared offside unless, in the opinion of the referee, he is interfering with play or with an opponent or is seeking to gain an advantage by being offside.

**Judgment:** Is the player taking advantage or interfering with play by being in the offside position.

**Judgment:** Offside shall be judged when the ball is passed or shot, not when the player receives it.

**Judgment:** Division IV – The referee will stop play if a team consistently has goalthanging players.

## Fouls and Misconduct

This is one of the more difficult areas for the referee, but the most important.

Remember a few key points:

1. *The infraction must be intentional.*
2. Both good and bad calls can affect the outcome of the game. If you make a call, be ready to back it up. If, after making a call, you realize that you made a mistake. **YOU CAN CHANGE THE CALL BEFORE PLAY RESTARTS.**  
Remember – YOU are the boss on the field.

You are expected to know the rules for rewarding free kicks. The following summarizes the offenses and the resulting free kicks awarded.

### **Fouls – An indirect kick is awarded for:**

1. dangerous play
2. intentional obstruction
3. charging the goalkeeper when he has possession of the ball
4. goalkeeper taking more than 6 seconds while controlling the ball with his hands before releasing it
5. charging fairly when the ball is not within playing distance
6. goalkeeper handling the ball when passed to him by a teammate (foot pass only)
7. slide tackling

### **Fouls – A direct kick is awarded for:**

1. handball
2. tripping
3. kicking or attempting to kick another player
4. striking or attempting to strike another player
5. charging in a violent or dangerous manner
6. jumping at a player
7. holding
8. pushing
9. charging from behind
10. slide tackling from behind

**FOR DIVISION IV:** *All fouls shall result in an INDIRECT FREE KICK*

## Cautions and Ejections

A player shall be CAUTIONED OR YELLOW-CARDED if:

1. Player enters or leaves the field of play after the game has commenced without permission from the referee
2. Player persistently infringes on the laws of the game.
3. Player is guilty of unsportsmanlike conduct

4. Player uses vulgar or profane language or gestures in an incidental manner.
5. When slide tackling from the front or side, he/she contacts the player and not the ball.
6. Player is guilty of taunting or offensive language.

A player shall be EJECTED OR RED-CARDED from the field of play if, in the opinion of the referee:

1. Player persists in misconduct after receiving a caution (yellow card).
2. Player uses foul or abusive language or gestures.
3. Player is guilty of violent conduct or serious foul play.
4. That player, who is other than the goalkeeper, intentionally handles the ball to prevent a goal from being scored.
5. Player commits an intentional foul against an opponent who is moving toward the goal with an obvious opportunity to score.
6. Player slide-tackles an opponent from behind.

- *Any player or coach can receive a yellow or red card*
- A coach shall receive a yellow or red card for misconduct of fans, assistants, or linesmen.
- When a player is cautioned (yellow card), the cautioned player **MUST** leave the field until the next legal opportunity to substitute. The player may be replaced by a teammate until their return.
- A team shall not substitute for an ejected or red-carded player.

### ***Suspensions***

- A player or coach who is red-carded shall be suspended and will not be permitted to participate in his/her team's next game.

## **Free Kick**

There are two types of free kicks:

1. Direct – from which a goal can be scored
2. Indirect – from which a goal cannot be scored unless the ball has been touched by a player **OTHER THAN THE KICKER** before it passes through the goal.

When a player is taking a free kick **INSIDE** their own penalty area, all opposing players must remain outside the area and at least ten (10) yards from the ball. When the player is taking a free kick **OUTSIDE** their own penalty area, all opposing players must be at least ten (10) yards from the ball unless they are standing on their own goal line between the goalposts. On free kicks, the ball is in play once it has moved and the ball cannot be played again by the kicker until it has been touched by another player.

## **Penalty Kick**

If a defending player is within their own team's penalty area when he/she intentionally commits any one of the ten (10) offenses that results in the awarding of a direct free kick

(see **Fouls and Misconducts**), the opposing team is granted a penalty kick. The penalty kick is taken from the penalty spot, and all players (except the defending goalkeeper and the kicker) must stay outside of the penalty area and at least ten (10) yards from the ball. The kicker must be identified and the referee must allow the kick to be set up and must blow the whistle for it to be taken. The defending goalkeeper may move on the goal line between the goalposts before and during the kick. The player making the kick must propel the ball forward and cannot play the ball a second time until it has been touched by another player.

**DIVISION IV:** *Any and all fouls will result in INDIRECT kicks. NO indirect kicks will be awarded in the penalty area.*

## **Throw-In**

A throw-in shall be awarded to a team when the opposing team last touches or plays the ball before the entire ball passes beyond the touchline, either in the air or on the ground.

The ball shall be thrown in any direction from the point where it crossed the touchline by a player who is facing the field of play and has both feet on the ground, on or behind the touchline. The thrower shall use both hands, with equal force, and shall deliver the ball from behind and over the head in one continuous motion. If the ball fails to enter the field of play, it shall be rethrown.

A goal can not be scored directly from the throw-in.

The goalkeeper cannot handle the ball from their own throw-in.

The thrower may not play the ball until it has been touched by another player.

**PENALTY:** Indirect free kick will be awarded to the opposing team from the spot of the infraction.

An opponent shall not interfere with, nor in any way impede the actions of the thrower while the throw-in is being taken. **PENALTY:** caution or yellow card for unsportsmanlike conduct.

**DIVISION IV:** *A throw-in can be retaken once if not done correctly. If the throw-in is done incorrectly a second time, the throw-in will be given to the opposing team.*

## **Goal Kick**

A goal kick is awarded when the whole of the ball passes over the goal line (excluding that portion of the line between the goalposts), and it was last played by a member of the **ATTACKING** team. The ball is kicked by the defending team from any point within the goal area. The ball must be kicked beyond the penalty area, and the players of the opposing team must remain outside the area while the kick is being taken. The kicker

cannot play the ball a second time until it has been touched by another player. A goal may be scored directly from a goal kick on the other team's goal only. The ball is not in play until it is kicked beyond the penalty area. Players are permitted to pass the ball (using their hands) to one another to set up the kick.

## Corner Kick

When the whole of the ball passes over the goal line (excluding that portion of the line between the goalposts), and it was last played by a member of the DEFENDING team, the attacking team is allowed a corner kick. The ball is kicked from the quarter circle (corner area) at the nearest corner flagpost, which must NOT be moved. The ball for the corner kick may now be on the line. A goal may be scored directly from a corner kick. Opposing players must remain at least ten (10) yards from the ball until it is in play or has traveled the distance of its own circumference. The kicker may not play the ball a second time until it has been touched by another player.

## Referee Equipment

- Clarence Soccer Club Uniform
- All-black or black-and-white shirt with white collar, long or short sleeve
- Black shorts
- Black socks
- Black shoes or black shoes with white manufacturer's design and black or white laces
- Soccer wallet with yellow, red and score cards
- Stop watch or watch with timer
- Whistle

The answer to the following questions must be IMMEDIATELY known to you as soon as you blow the whistle to stop the game:

**WHY** did I stop the game?

**WHAT** action will I take?

**HOW** will I restart the game?

**WHERE** will I restart the game?



Direct Kick



Indirect Kick