

## How to Referee...



### Help the Coach!

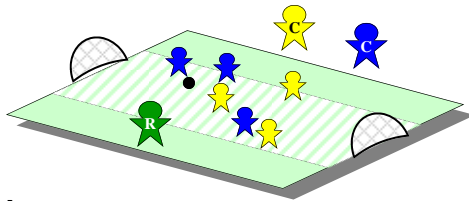
- The parent-referee is not the coach, but can help with player education by briefly explaining infractions to the players.

### Count, Blow & Point!

- Keep accurate game time and try to start and end games on time.
- Ensure that the whistle/voice is loud enough for players to hear, when the ball goes out of play (or the game needs to be stopped) and then point in the direction of the team that will take the kick.
- Help players retreat the appropriate distance on restarts.

### Get in Position!

- Try to position yourself out of the central channel of the field, keep away from the goal, and on the opposite side of the field from the coaches - this provides a responsible adult on either side of play to determine if the ball is out and helps player management.



*Most action occurs in the central channel of the field and around the goals.*

### Play it Safe!

- **ERR ON THE SIDE OF CAUTION** to promote player safety when enforcing the appropriate laws of the game.
- **NO SLIDE TACKLING** is permitted at any time.
- A player on the ground is also not permitted to play the ball, due to the potential for injury to/from surrounding players.
- Initially, players may need much direction to understand the laws of the game, but as the season progresses they will (hopefully) need less guidance and exhibit more control of their game.
- Common sense and an understanding of the development of the players are key considerations when interpreting the laws of the game - not every infraction needs to be called, but special attention should be paid to careless play.
- If safe to do so, “play on” when a team has an advantage, to maintain the flow of the game - **but not at the expense of safety.**

### Keep it Simple & Fun!

- The key goals of the game at this age are for the players to touch the ball as often as possible, and enjoy playing the game! The parent-referee is needed to help players understand the rules, and keep the game safe.

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## Modified Laws of the Game (3 v 3)

under  
**6**

### Changes from Traditional “11 v 11” Game

- Size of field, ball, goals; Length of games; Substitution patterns; Restarts

### S.A.S.C. Playing Requirements

#### COACH RESPONSIBILITIES

- Promote a positive environment for the players
- Try to maintain a goal differential of no more than five (5) goals

#### PLAYING TIME - *Everyone Plays*

- Each player will play a minimum of two quarters for every game attended (if they want to play)
- The coach should strive to make each player a “starter” (on the field for the start the game) for at least 50% of the games
- Avoid sitting players out of the game for prolonged time periods

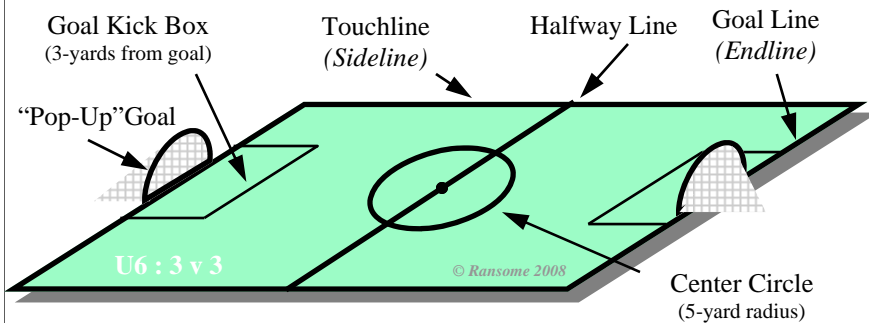
#### SPORTSMANSHIP - *“Fair Play, Please”*

- If there is poor sportsmanship (e.g.) “trash-talking,” other poor behavior (most often after a goal is scored), or persistent fouling, please immediately remove and remind the player(s) that we need to respect the other team - without them there is no game!
- If seen by the referee, be sure to inform the coach (who may not have seen the incident) so that the coach can talk to the player
- If seen by the coach, immediately remove the player from the game (sending a message to all players that such behavior is not tolerated), and help the player understand acceptable behavior

#### PARENT RESPONSIBILITIES - *Respect the Game*

- Create and promote a positive playing environment
- Keep comments positive at **all** times (Parents may be asked to leave the field if comments are negative)
- Give players physical and mental room to play (**no coaching**)
- Be educated regarding the laws of the game and their interpretation (**take the opportunity to be a parent-referee**)
- Stay on the sidelines, away from the goal
- No smoking or alcohol on the sidelines
- Dogs are not encouraged on the sidelines (**may distract players**)
- **Enjoy the beautiful game and your child’s only childhood!**

## 3 v 3 U6: GUIDE FOR COACHES & REFEREES



Please keep all spectators, substitutes and equipment a safe distance away from the playing field to ensure the safety and enjoyment of the players.

### Law 1 FIELD OF PLAY

- **30yds** long x **20yds** wide. (Cone off any unplayable areas.)
- **PUGG™** style goals (Must be anchored to prevent flipping and moving.)
- Center circle 5-yds radius & Goal area (goal-kick box) 3-yds from goal.

### Law 2 BALL

- Size **3**. (Please ensure that the ball is the appropriate size and pressure.)

### Law 3 PLAYERS

- **3 v 3 per field** - use two fields. ( $\pm 1$  player if needed to balance the game.)
- **No goalkeepers.**
- **Substitute "on the fly."** (Substitute efficiently, without disrupting game flow, with "high 5" substitutions at the sideline.)

### Law 4 EQUIPMENT

- **Shinguards:** Mandatory
- **Uniform:** Distinctive jersey
- **Footwear:** Tennis shoes or soccer cleats (no metal cleats)

### Law 5 REFEREE

- **Volunteer parent.** (Briefly explain any rule infraction to the offending player. Inform coach of on-field issues. **Don't keep/comment on score.**)

### Law 6 ASSISTANT REFEREE

- **None.** (Coaches are responsible for managing their players, parents, assistant coaches, and other spectators on the sidelines.)

### Law 7 GAME DURATION

- **4 x 10-mins quarters. 3-mins quarter breaks. 5-mins half-time break.**
- (If it is hot or teams are short of players, increase break/reduce game time)
- **DO NOT ADD ANY EXTRA TIME** - keep games on schedule!



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### Law 8 START OF THE GAME

- To start the game, or after a goal, the ball is placed on the center spot inside the center circle. (Ask players to point in the direction that they are attacking.) The attacking team (team that is starting or conceded a goal) lines up on the half way line, while their opponents must stand in their own half no closer than the edge of the center circle. (Ideally, the ball is kicked forwards to a teammate.) To avoid confusion, games should start/end at the same time, with teams always playing in the same direction on both fields.

### Law 9 BALL IN & OUT OF PLAY

- The ball is out of play when it has completely crossed the goal line (end-line) or touchline (side-line), or when the referee has stopped play. The ball is in play when it is kicked and moves. (Blow the whistle if the ball leaves the field. Help different players to kick the ball in each time.)



### Law 10 SCORING

- The whole ball must cross the goal line between the goal posts and under the crossbar. (The ball does not need to touch the net to count as a goal.)

### Law 11 OFFSIDE

- **None.**

### Law 12 FOULS & MISCONDUCT

- **No (formal) cautions/ejections.** (Players who repeatedly infringe the laws should be referred to the coach and, if necessary, removed from the game.)

### Law 13 FREE KICKS

- If the referee blows the whistle for an obvious foul, a deliberate hand ball, or players are on the ground, the offending team must retreat 5-yards away from the ball until it has been kicked. (It is not always a foul if a player trips over, or if the ball accidentally strikes the hand.)

### Law 14 PENALTY KICKS

- **None.** (Free-kicks close to goal should be placed outside the goal area.)

### Law 15 THROW-INS = KICK-INS

- **Kick-ins** are used instead of throw-ins. The ball is placed at the point where it crossed the line and is kicked in by the team that did not kick it out.

### Law 16 GOAL-KICKS

- If the attacking team kicks the ball over the goal-line and a goal is not scored, the ball is placed on the edge of the goal area for the defending team to kick back in to play. Opponents must retreat 5-yards.

### Law 17 CORNER-KICKS = KICK-INS

- If the defending team kicks the ball over the goal line, a kick-in will be taken at the spot where the ball was kicked out - but no closer to the goal than the edge of the goal kick box. Opponents must retreat 5-yards.

"Old World Football,  
New World Soccer"

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