

KEY RULE CHANGES U7-U9

- All kicks are Indirect: two players must touch the ball for a valid goal. Kick-off may score a goal.
- No penalty kicks for U10 and below, i.e. U7-U9.
- NO SLIDE TACKLES U10 and below (Indirect Kick).
- No contact with Goal Keeper in goal area. (Indirect Kick).
- Free substitution at every dead ball with referee's permission.
- No Offside violations for U9 and below, however if attacker repeatedly stands next to opposing goal keeper award indirect kick and counsel attacker to move up field.

RULES FOR AGE GROUPS

Level	# Players	Time
U7	<ul style="list-style-type: none"> • 3 vs. 3 • No goalie 	<ul style="list-style-type: none"> • Two- 20 minute halves
U8	<ul style="list-style-type: none"> • 4 vs. 4 • Goal Keeper 	<ul style="list-style-type: none"> • Two- 25 minute halves
U9	<ul style="list-style-type: none"> • 4 vs. 4 • Goal Keeper 	<ul style="list-style-type: none"> • Two- 25 minute halves

SUCCESSFUL OFFICIATING

Maintaining safe playing conditions is the primary job of every Referee. The second most important role is to make decisions. Often a good decision is not the "perfect" decision, for example, players may temporarily interfere with the ability to see the ball and contact between players. Thus, make decisions and don't get concerned with mistakes. Over time and with experience, every Referee will improve their positioning to see more of the play. Better positioning will reduce the number of mistakes.

Every game is an opportunity to learn and improve. When awkward situations occur, make a decision and move forward. After the match talk with your Assignor, Coordinator and other Referees to build options for future decisions.

REFEREE HANDBOOK FOR SMALL-SIDED GAMES

Mod-Soccer, or modified small sided soccer games, is intended to give new, younger players more touches on the ball by reducing the number of players and the size of the field. The Laws of the Game are also modified to facilitate the learning process, while maintaining safe playing conditions. This Handbook summarizes the rules adopted by WSYSA and SYSA for mod-soccer.

ROLE OF MOD GAME REFEREE

- Maintain Safe Playing Conditions
- Direct and Control Game
- Offer teaching points to players / coaches
- Enforce Laws of the Game

GAME CONTROL

- Maintain Safe Playing Conditions
- Use Whistle to stop play
- Announce Decisions
- Maintain Arm Signal until players respond
- Use multiple Whistle 'tweets' to get attention, direct players and control situations

IMPORTANT MOD LEVEL SKILLS

- Clearly announce decisions: e.g. "Throw In – Red", "Corner Kick – Blue", "Hand Ball – Blue Kick"
- Maintain Flow of the Game. Use command "Play On" or "Play On – Advantage" to inform players and coaches you saw a foul but it was minor violation
- Offer playing suggestions and teaching points when young players aren't sure what to do
- Counsel players that are too rough or are constantly tripping or bumping into their opponents, even if just by accident. Suggest that coach substitute a player if problems continue.

SUMMARY OF REFEREE COMMANDS

Situation	Referee Action	Teaching Point
Pre-game	<ul style="list-style-type: none"> • Check-In –Get Field Assignment • Got to Field –Ask Captains / Coin Toss 	
Game Start	<ul style="list-style-type: none"> • Arm Up –Ask Keepers ready • Start Watch • Whistle to start 	<ul style="list-style-type: none"> • Ball must go forward • Touched and moves
Half-Time & Restart after a Goal	<ul style="list-style-type: none"> • Double whistle to get players on the field • Keepers ready? • Whistle to start 	<ul style="list-style-type: none"> • Assignment
Dead Ball – Restarts All situations	<ul style="list-style-type: none"> • Opposing team 5-6 (6 yds) paces from the ball: give kicker room to play the ball 	<ul style="list-style-type: none"> • Goalie / Player: Step opponents back,
Goal Kick	<ul style="list-style-type: none"> • Whistle / Arm Signal /Announce decision • Place ball 2- paces in front of goal • Opponents 5-6 paces from ball 	<ul style="list-style-type: none"> • Tell kicker to play toward sidelines, out of danger area in center
Free kick	<ul style="list-style-type: none"> • Whistle for foul • Signal direction of kick • Position ball and opposing players • Arm signal -indirect 	<ul style="list-style-type: none"> • Always get opponents back from the kick
Corner kick	<ul style="list-style-type: none"> • Whistle / Arm Signal /Announce decision • Position ball and opposing players 	<ul style="list-style-type: none"> • Tell kicker where to go, kick it into the middle.

SUMMARY OF REFEREE COMMANDS

Situation	Referee Action	Teaching Point
Throw In	<ul style="list-style-type: none"> • Whistle / Arm Signal /Announce decision • Legal throw –Start behind head, use two hands, feet on ground 	<ul style="list-style-type: none"> • Throw toward opponents goal •
Bad Throw In	<ul style="list-style-type: none"> • Bad throw, whistle ask them to try again, second error “PLAY ON” 	<ul style="list-style-type: none"> • Tell player how to correct error, e.g. “Start behind your head”

MOD-GAME – NO FOUL SITUATIONS

Situation	Referee Action	Teaching Point
No Foul - Drop Ball Restart	<ul style="list-style-type: none"> • Whistle to stop play • Announce Decision, e.g., “Injury” • Line up two players next to Referee • Roll ball forward toward center of field – “PLAY” 	<ul style="list-style-type: none"> • Assignment
Injured player on ground; player crying	<ul style="list-style-type: none"> • Whistle to stop play • Announce Decision, e.g., “Injury” • Summon coach on to field • Indirect kick if one team in clear possession of ball 	<ul style="list-style-type: none"> • For long delays add a bit of time to the half • Most teams won’t object to Drop Ball
Player falls on ball and ball is trapped	<ul style="list-style-type: none"> • Whistle and announce “Drop Ball” 	<ul style="list-style-type: none"> •
Ball Trapped in a cluster of players	<ul style="list-style-type: none"> • Whistle and announce “Drop Ball” 	
Young kid or dog runs into middle of play	<ul style="list-style-type: none"> • Whistle and announce “Drop Ball” 	