

AYSO REGION 425 REFEREE PROCEDURES U6/U7

1. Above everything else, it is your job as Referee to insure a SAFE, FAIR, and FUN game.
2. Wear appropriate Referee attire: SHIRT - SHORTS - SOCKS.
Bring Lines Person's FLAGS - GAME CARD - WHISTLE - COIN - STOP WATCH.
3. Check the fields for rocks and foreign subjects. GOALS must be secure.
4. Assign a Lines Person from each team and explain their duties.
5. Line-up teams for inspection. Check players for jewelry, watches, proper cleats, shin guards
MANDATORY must be covered by socks, full uniform, shirts tucked in.
6. Ask for game ball from one of the teams, properly inflated in good condition for U6/U7
size 3.
7. Call for captains at center of field. Referee flips coin, winner decides which goal to defend.
8. Count players 5 per side. No goal keeper or player that acts like a goal keeper.
9. Blow whistle for kick-off, hand signal direction. Ball is in play when touched.
10. Game time: 16 minutes half signal quarter at natural break half way into half. Quarter max.
2 minutes clock stopped. Half time 5 minutes clock stopped.
11. Substitutions at quarter or injury.
12. Special rule for U6/U7: all fouls are DIRECT FREE KICKS, defending team 6 yards away.
Corner Kicks and Goal Kicks are taken as THROW IN. NO OFFSIDE. Second chance for
THROW IN. Handball must be deliberate. Accidental contact is not called. Fouls most likely
at U6/U7, KICKING, TRIPPING, PUSHING and HOLDING.
13. NO COACHES ON THE FIELD.
14. Thunder Lightening - STOP THE GAME - LEAVE THE FIELD - IMMEDIATELY.
15. Injury, contact AYSO Web Site.
16. 3 goal differential requires common sense corrective measures.

THE REFEREE SHOULD INTERFERE AS LITTLE AS POSSIBLE

HAVE FUN