

SASKATOON & DISTRICT SOCCER REFEREES ASSOCIATION INC.
2019 INDOOR REFRESHER CLINIC – REFEREE GUIDELINES
Dated 1st September, 2019



**SASKATOON
ADULT SOCCER**



SASKATOON & DISTRICT SOCCER REFEREES ASSOCIATION INC.
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Before the Match:

-Arrive at the field 15-minutes prior to your game(s)

-All boarded and turf games will consist of two 25-minute halves with a 3-minute half-time break.

-Check the field conditions – Keep eyes peeled for water leaks, loose floor tiles, wall panels, goal posts, etc.

-Make sure goal net and corner flags are set up properly (turf field). Do not set up nets at the turf soccer centre. Request for a soccer centre staff member to do it for you.

-Boarded: the use of size 5 felt balls only for all Adult Soccer Boarded Indoor league/tournament/playoff games. No low bounce balls or outdoor balls will be permitted for boarded indoor play.

-Turf: the use of size 5 outdoor FIFA regulated ball for all Adult Soccer Turf league/tournament/playoff games. No low bounce balls or indoor felt balls will be permitted for turf play.

-HOME TEAM RESPONSIBILITIES: The home team is responsible for ensuring the following gets done.

A. Provide the referee with game ball(s).

B. Make sure to have two sets of jerseys in case there is a colour conflict with the visiting team.

C. The Home Team AND the Visiting Team must provide a copy of the game sheet.

-Number of Players:

A. The number of players (including the goalkeeper)
Boarded – Men's 6, Women's 6, Masters 6.

Turf – Men's 8, Women's 8, Masters 8.

Coed – 7 Players 3 Male & 3 Female. Goalkeeper can be of either male or female.

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B. The minimum number of players (including the goalkeeper)

Boarded – Men’s 4, Women’s 4, Master 4

Turf – Men’s 5, Women’s 5, Masters 5.

Coed – 5 Players 3 male player’s 1 female player & Goalkeeper of either male or female gives you 5 players. Also, there must always be at minimum 1 female out player. There is always a maximum of 3 male out players.

-Adult soccer games completed Saskatoon Adult Soccer I.D. card checks or Canadian Government Photo I.D. checks prior to every game. Referees do not keep identification of players. Once it has been checked and all is good give it back to the player. Players bringing forward Saskatoon Adult Soccer I.D. or Canadian Government Photo I.D. on their mobile device is not allowed. A physical form of identification needs to be presented. Match jersey number the player is wearing with name and number listed on the game sheet. If a player shows up late to a game, it will be at the referee’s discretion to decide when that player’s card will be checked.

-Check the players to make sure they are wearing the proper compulsory equipment. Shirt, Shorts, Socks, Shinguards, Safe and proper footwear.

-All referees must enforce the no jewelry law. Jewelry is not permitted to be taped. The only exceptions are Medic Alert bracelets. Non-compliance means that player does not play. Please note this applies to referees as well.

-Check casts and braces. Hard plaster casts are considered to pose a danger to both the player wearing the cast and other players. Players wearing a hard plaster casts are not permitted to play. Even if players try to wrap it with soft material this is still not allowed. Players wearing a soft, lightweight cast will be permitted to play. If a player is wearing a knee brace, the player must have a soft material covering the knee brace. It is at the referee’s discretion to deem the knee brace safe upon inspection of the covering. (All hard/sharp edges must be covered to avoid any other players’ possible injury.)

-Only registered players and team staff are allowed on the player’s bench during games.

-Adult permit players must be distinguished on the game sheet with the letter (P) beside their showing they are a permit player.

-A team can use an unlimited amount of Adult permit players per game.

-Goalkeeper permit players must be clearly marked on the game sheet as the goalkeeper (GP) or they will be considered a regular permit player and disciplinary action may apply. The goalkeeper must only play as a goalkeeper and cannot play as an outfield player or they will be considered a regular permit player and disciplinary action may apply. If goalkeeper does in fact

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switch places with out field players. Referees must make a note of this on game sheet and submit a match report to provide details.

-Youth Permits must be written and marked “YP” on the game sheet.

-Youth permit players may have a Saskatoon Soccer player I.D. card present at the game or any form of Canadian Government Photo I.D. to be eligible to play.

-SYSI registered players must be minimum of 15 years of age to be eligible to play & permit.

-An SAS team is only allowed to permit 3 SYS registered players per game.

-Youth players may not permit to the coed leagues.

-Do not create an argument over suspended players being confused if they are suspended or not. Game sheets can be printed at any time through out the season. Older game sheets may show a player still being suspended which causes confusion. We as referees are to warn players that if they are in fact suspended that it would not be in their best interest to play. If the player decided to still play, you would allow the player to play. Making a note on the game sheet that the player had did participate in the game.

-Teams playing in the adult soccer league have 10 minutes from the scheduled game start time to have a minimum number of eligible players on the field. Circumstances do apply when you are refereeing different leagues. Know the minimum required players for each league.

-If a team is not ready for player I.D. card check, not on the field on time, etc. The referee must state on the game sheet team(s) showed up late.

-If the game is delayed, the referee has the right to shorten the halves by a maximum of 2 minutes and shorten the half time break.

After the Match:

-Complete the game sheet. Make note of goals, cautions, send offs, permits, etc on the game sheet in the space provided.

-Must be filled out within 2 business days and sent to the league.

-Place game sheet into the mailboxes either at Henk Ruys or Sasktel Sports Centre.

- A Misconduct Report must be filled out within 2 business days and sent to the league.

-There is no need to keep a dismissed players I.D. card.

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Misconduct Report Writing Tips:

1. In general, any time that you send off a player or substitute during a match that you are refereeing, you should complete a misconduct report.
2. Use the current SASI/SYSI Misconduct Report Form – available on the SDSRAI web site.
3. Complete the sections – check off only one reason for the dismissal.
4. The core of the report is the written section, so remember why you are writing the report.
5. Include the following information:
 - a) What happened
 - b) How and why you stopped play
 - c) What action you took – player sent off for ____ as per IFAB LOTG
 - d) How the individual dismissed reacted
 - e) How anybody else reacted, if notable
 - f) How the game was restarted or either abandoned
6. Write the report after you have calmed down, even if it means taking the report home and completing it. Do not write personal comments about a player or team – keep to the facts.
7. Keep a copy for your records, approximately one month.
8. If you need help call a member of the SDSRAI Board of Directors.

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During the Match:

Ball In and Out of Play – Henk Ruys



OUT OF BOUNDS:

The Yellow lines above the goals will be used as an out of bounds line. Any ball striking the wall above the yellow line will be ruled as an **indirect** free kick. Out of bounds also includes the bench areas, field entrances and the ceiling. The netting is considered live unless the ball hits the netting and railing. The gathered netting in the referee box is considered out of bounds.

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Any restart of play after the ball has been ruled as out of bounds will take place at the point of last contact with a player.



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Any restart of play after the ball has been ruled as out of bounds will take place at the point of last contact with a player.

BOARDED SPECIFIC

SLIDE TACKLING

-Slide tackling is not permitted in boarded games.

-A player deemed guilty of a slide tackle will be issued the minimum of a yellow card. If the infringement is deemed serious enough, the player will receive a red card.

-Goalkeepers can tackle in a hand first manner but are not permitted to slide tackle feet first.

-Players are permitted to slide during boarded games provided it is not for the purpose of a tackle nor attempting to dispossess an opposing player of the ball.

-Slide tackles are at the discretion of the referee.

PENALTY KICK

-Penalty kick placement is on the line at the top of the penalty area.

SUBSTITUTIONS

-Boarded substitutions are on the fly. Players leaving the playing area must be within 2 meters of the bench area before the substitute may enter the field of play.

-When substituting the goalkeeper, you must wait for a stoppage in play and inform the referee that you are replacing the goalkeeper.

-Players may substitute on specifically to take a penalty kick.

BOARDING RULE

-Boarding is identified when a player(s) makes any contact with the boards as a result of the actions of the opposing player(s). Even the slightest contact results in a call.

- i) All Boarding incidents are considered fouls and will result in a direct free kick.
- ii) Any Boarding incident that is deemed to be reckless will be cautioned.
- iii) A player who uses excessive force in a boarding incident will be issued a red card.

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FREE KICKS & DISTANCE

-Distance 3 yards

-All direct free kicks per IFAB LOTG.

Examples: Fouls and any form of misconduct.

-An attacking indirect free kick that has been awarded for the attacking but has been penalized by the defending team. The restart must be at the top of the penalty area with indirect free kick. Remember to raise your arm for all indirect free kicks...very important.

Example: Shot on goal from attacker, ball deflects off a defender which goes up and over the yellow line over the net. Placement of the indirect free kick is at the top of the penalty area.

Example: Pass back from defender, goalkeeper picks up the ball. Placement of the indirect free kick is at the top of the penalty area.

-Player awarded free kick and touching the ball twice. If a player is awarded a free kick the kicker must not touch the ball again until it has touched another player. An indirect free kick is awarded.

Example: Kicker shooting on goal, ball goes off boards, black netting, goal post, or crossbar and back to the kicker. Indirect free kick for the opponents.

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CARD VIOLATIONS

A. Yellow card = four-minute penalty

The player will go into the penalty box and the team will have one less player on the field for the duration of four minutes. If the opposition scores, the player will be allowed out of the box and the team will resume to full strength, unless both teams are serving time penalties and have equal number of players on the field at the time of the goal. In this instance the player continues to remain in the penalty box and will serve until their time penalty is served or until their opponent's time penalty is served, whichever is shorter.

B. Red card = player ejected from the match + six-minute penalty

The team will play one less player for the entire six minutes regardless of how many goals the opposition scores. At the end of the six minutes the referee will signal to the team they can bring a player onto the field to resume to full strength as long the subsequent items F) and G) are not met.

C. A team must have a minimum of four players on the field at any given time. Any team serving any time penalties including multiples at any given time will not play with less than four players on the field.

D. A time penalty begins to expire once the play has resumed after the foul.

E. If a second player or a team receive a second time penalty while another time penalty is being served, the time begins to expire once play has resumed after the foul.

F. If a third player or a team receives a third time penalty while two other penalties are being served, the time does not begin to expire until one of the first two penalties has expired. If the time penalty is for a yellow card violation, the player cannot return to the game until the conditions to do so in item A) are met. For red card violations the team cannot return a player to the field until the time penalty has expired in full. Upon completion of either of the first two-time penalties the penalized team continues to play less a man due to the third penalty.

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G. For any subsequent time penalties (4 or more) the same ruling as F) shall apply whereas the time for any additional penalties does not begin to expire until there is only one (or in the case of two time penalties expiring at the same time, zero) other penalty being served. If the time penalty is for a yellow card violation, the player cannot return to the game until the conditions to do so in item A) are met. For red card violations the team cannot return a player to the field until the time penalty has expired in full. Upon expiring of any of the preceding time penalties being served the penalized team continues to play less a player due to the time penalty that still remain to be served.

H. **YELLOW CARD SCENARIOS** The following situations could arise in a match and the adjacent punishment follows:

- i) **1 Yellow Card to 1 player** = Player will go directly to the penalty box to serve the 4-minute penalty. If the opposing team scores within that time frame the player that received the yellow card is allowed out of the box and the team no longer plays short.

- ii) **1 Yellow Card to 2 players on the same team** = Players will go directly to the penalty box to serve the 4-minute penalty. If the opposing team scores within that time frame the penalized team will be allowed to put 1 player back onto the field. If another goal is scored, then the penalized team can put a second player on the field. However, the yellow-carded players will remain in the box for the duration of the time to be served. They are allowed onto the field when the referee indicates the time is served. Stoppage of play is not required.

- iii) **1 Yellow Card to 3 players on the same team** = Players will go directly to the penalty box to serve the 4-minute penalty. However, the player carded third's penalty only starts once the two other players served their 4-minute penalty. If the opposing team scores within that time frame the penalized team will be allowed to put 1 player back onto the field. The secondary penalty start time may commence. If another goal is scored, then the penalized team can put a second player on the field. However, the yellow-carded players will remain in the box for the duration of the time to be served. They are allowed onto the field when the referee indicates the time is served. Stoppage of play is not required. **NOTE:** When there are 3 cards given to 1 team, the last player to receive the card will sit in the box and their timed penalty will not start until the first player's penalty has expired. This means that the first player would sit additional minutes prior to starting his or her own timed penalty.

- iv) **1 Yellow Card to 1 player on each team** = Players will go directly to the penalty box to serve the 4-minute penalty. Both Yellow Carded players will remain in the SAS Rules and Regulations (Revised September 2019) 29 box for the duration of the time to be served. They are allowed onto the field when the referee indicates te time is served. Stoppage of play is not required.

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v) **1 Yellow Card to Team A and 2 Yellow Cards to Team B** = Players will go directly to the penalty box to serve the 4-minute penalty. Team B will play shorthanded by 2 players, and Team A by 1 player. If Team A scores a goal within the 4-minute time frame, then Team B is allowed to have another player enter the game so as to bring the teams to even strength. If team B scores a goal nothing changes, the yellow-carded players will remain in the box for the duration of the time to be served. They are allowed onto the field when the referee indicates the time is served. Stoppage of play is not required.

vi) **1 Yellow to Team A and 3 Yellow Cards to Team B** = SAME as above. This is the same for any variance in numbers of bookings. If Team A scores a goal, then 1 player from Team B is allowed back on the field until the teams are at equal strength.

vii) When a Goalkeeper receives a yellow card, the penalty is to be served by the Goalkeeper. A player from either the bench or field must take the place of the Goalkeeper. The Goal Keeper's penalty is completed, and the team no longer plays short, once the referee indicates the penalty time is up. Stoppage of play is not required to end the penalty. However, stoppage of play is required to change back to the original Goalkeeper. Note: A delay of game yellow card will be given for teams that delay choosing a Goalkeeper.

RED CARD SCENARIOS A player receiving a Red Card will be ejected from the match. The following situations could arise in a match and the adjacent punishment follows:

i) **1 Red Card to 1 player** = A player receiving a Red Card will be ejected from the match. The Penalized Team will play shorthanded for the duration of the 6 minutes. They can play at full strength when the referee indicates the penalty time is up. Stoppage of play is not required.

ii) **1 Red Card to 2 players on the same team** = Any player(s) receiving a Red Card will be ejected from the match. The Penalized Team will play shorthanded by 2 players for the duration of the 6 minutes. They can play at full strength when the referee indicates the penalty time is up. Stoppage of play is not required.

iii) **1 Red Card to 3 players on the same team** = Any player(s) receiving a Red Card will be ejected from the match. The team that received the red card will play short by 2 players for 6 minutes, and then a secondary 6 minutes they will play 1 player short.

iv) **1 Red Card to 1 player on each team (offsetting)** = Any player(s) receiving a Red Card will be ejected from the match. With 1 Red Card to each team both teams will play short for the duration of the 6 minutes.

v) **1 Red Card to Team A and 2 Red Cards to Team B** = Any player(s) receiving a Red Card will be ejected from the match. Team A will play shorthanded by one SAS Rules and Regulations (Revised September 2019) 30 player for the duration of the 6 minutes. Team B will play shorthanded by two players for the duration of the 6 minutes. They are allowed to

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play at full strength when the referee indicates the penalty time is up. Stoppage of play is not required.

RED AND YELLOW CARD SCENARIOS

i) **1 Red Card to one team and 1 yellow card to the other** team = Any player(s) receiving a Red Card will be ejected from the match, and the team will play shorthanded for 6 minutes. The yellow-carded player will go directly to the penalty box to serve the 4-minute penalty. Both teams play shorthanded, if a player from the team with the Red Card penalty scores the team with the yellow card can bring a player onto the field. However, the Yellow Carded player will remain in the box for the duration of the time to be served. He/she is allowed onto the field when the referee indicates the penalty time is up. Stoppage of play is not required.

GENERAL RULES TO CARD VIOLATIONS

i) The minimum number of players on the field is 4 (3 players and 1 Keeper). If three people from the same team are carded the team will play with 3 players and a keeper until such time as the first card's time is complete. They then must remove a player to continue with only playing with 3 players and a keeper until the penalties have expired.

ii) Penalties are served in the order that they are received, but not all at once. Only 2 can be served at any given time to avoid minimum players on field. An example is one team receiving a red card then another player gets a yellow and then at the same time another player receives a red card. They would serve the times as a red card, and the yellow card, and then at the completion of one of the cards the final red card is served. This would follow the above point.

"Too Many Men" Yellow Cards are considered a Team offence and not counted towards individual Players' Yellow Card Accumulation. If the referee can locate the player guilty of causing the "Too Many Men". That player would serve the penalty. If the referee can not locate the player guilty, the referee will now approach the team or bench and pick a player. It is important to document on the game sheet which player served the "Too Many Men" penalty.

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TURF SPECIFIC:

SLIDE TACKLING

Slide tackling is permitted in turf games.

OFFSIDE

NO OFFSIDES for 2019-2020 season!

PENALTY KICK

Penalty kick placement is on the line at the top of the penalty area.

FREE KICKS & DISTANCE

-Distance 10 yards (9.15m)

-All direct free kicks per IFAB LOTG.

Examples: Fouls and any form of misconduct.

Example: Ball is dropped kick by the goalkeeper goes up and hits the ceiling. Restart is an indirect free kick straight down from where it hit the ceiling.

Example: Attacking player shooting on goal, deflects off defender and goes up and hits the ceiling which is over top of the penalty area. An indirect free kick is awarded at the top of the penalty area.

Example: Pass back from defender, goalkeeper picks up the ball. Placement of the indirect free kick is at the top of the penalty area.

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-Player awarded free kick and touching the ball twice. If a player is awarded a free kick the kicker must not touch the ball again until it has touched another player. An indirect free kick is awarded.

Example: Player shooting on goal, ball goes off goal post, crossbar, or corner flag and back to that same player. Indirect free kick for the opponents.

GOAL KICKS

-Ball to be placed on goal area line.

CORNER KICKS/FREE KICKS/THROW-INS

- i) Corner Kicks: are to be taken from the corner spot. The opposing players must remain at least 10 yards away from the ball until it is played. The kicker may not touch the ball again until it has touched another player. If he/she does, a free kick is awarded against them.
- ii) Free Kicks: players must remain 10 yards away from all free kicks until ball is played.
- iii) Throw-ins: A goal cannot be scored directly from a throw-in. The throw-in is to be taken from the point where the ball left the field of play.

SUBSTITUTIONS

-An unlimited number of substitutions during a game. These substitutions will be allowed “on the fly” but will take place in a designated area at center field. A player must be fully off the field before their replacement is allowed on. Substitutions must take place in the designated area on your team’s side of half. Failure to follow proper substitution rules will result in a yellow card.

-Players may substitute on specifically to take a penalty kick.

-When substituting the goalkeeper, you must wait for a stoppage in play and inform the referee that you are replacing the goalkeeper.

MISCONDUCT

Cards received in the turf games follow procedures outlined in IFAB laws of the game.

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NO metal cleats allowed according to all FIFA Laws regarding the Players Equipment. The SaskTel Soccer Centre Inc. reserves the right to impose sanctions on players using metal cleats on their facility fields.

SOCCER CENTRE SPITTING POLICY:

Saskatoon Adult Soccer in conjunction with Saskatoon Youth Soccer and the Saskatoon Soccer Centre will be enforcing their No Spitting Policy at both the SaskTel Sports Centre and the Saskatoon Henk Ruys Soccer Centre. Anyone seen spitting on the indoor field or bench (unless in a garbage can) will be told to leave the playing area immediately. A Red Card will be issued for this, and the team will not be punished by having to play shorthanded.

COED SPECIFIC:

The Coed game is meant to be a fun and social way for men and women to enjoy the game of soccer together. Unsportsmanlike or potentially dangerous play will not be tolerated. Officials have been instructed to call the game very strictly. Referees will err on the side of caution in order to prevent injury and to uphold the spirit of the game.

-Boarded Coed games are played in the Henk Ruys Soccer Centre during the indoor season.

NUMBER OF PLAYERS

-All coed boarded games are played with 7 players per team on the field consisting of 3 males, 3 females and 1 goalkeeper of either sex.

-The minimum number of players a game is 5. There must always be at minimum 1 female out player. There is always a maximum of 3 male out players.

SLIDE TACKLING

-Slide tackling is not permitted in boarded Coed games.

-A player deemed guilty of a slide tackle will be issued the minimum of a yellow card. If the infringement is deemed serious enough, the player will receive a red card.

-Goalkeepers can tackle in a hand first manner but are not permitted to slide tackle feet first.

-Players are permitted to slide during boarded games provided it is not for the purpose of a tackle nor attempting to dispossess an opposing player of the ball. v) Slide tackles are at the discretion of the referee.

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OUT OF BOUNDS

-The Yellow lines above the goals will be used as an out of bounds line. Any ball striking the wall above the yellow line will be ruled as a free kick. Out of bounds also includes the bench areas, field entrances and the ceiling.

-The netting is considered live unless the ball hits the netting and railing as well.

-The gathered netting in the referee box is considered out of bounds.

-Any restart of play after the ball has been ruled as out of bounds will take place at the point of last contact with a player.

SUBSTITUTIONS

-Boarded substitutions are on the fly. Players leaving the playing area must be within 2 meters of the bench area before the substitute may enter the field of play. (See XVI. SUBSTITUTIONS for additional rules.)

-Players may substitute on specifically to take a penalty kick.

-When substituting the goalkeeper, you must wait for a stoppage in play and inform the referee that you are replacing the goalkeeper.

-In the event a player received a card, players must continue to substitute and field the team as they were prior to the penalty. The player in the box is still considered an on-field player. I.e.: A male player may not substitute in for the position of a female player if a male player is in the penalty box or removed from the game.

CARD VIOLATIONS

-Same administration as you would if you were refereeing any regular league in Henk Ruys. Does not change.

BOARDING RULE

-Same expectation as regular league play for calling any boarded infraction in Henk Ruys

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