

AYSO-01 Lesson Plan Basic Referee Online Training

<i>Slide #</i>	<i>Topic</i>	<i>Narration</i>
	Introduction	
1	AYSO Basic Referee Online Training	<p>Welcome to AYSO’s Basic Referee Training. This course is designed to provide you with the basic knowledge needed to referee AYSO soccer games. It is not necessary to have prior soccer refereeing knowledge or experience before taking this course, however, you must demonstrate proficiency of this content before becoming AYSO certified as a Regional Referee.</p> <p>Upon completion of this course, you will understand the basic concepts, rules, guidelines and duties needed to be an AYSO referee. This course can be viewed as often as needed to ensure a thorough understanding of the material. AYSO basic referee certification consists of 2 parts, the online training and an on-field, or in-person session. When you have successfully completed this online course, you will be ready to attend the on-field Basic Referee Companion Course where you will undergo the remainder of your training needed for certification. Your local Regional Referee Administrator has information on when the next Basic Referee Companion Course will be offered in your region.</p>
2	Essential Resources for AYSO Referees	<p>There are two manuals every referee should have, and be familiar with – they are the AYSO Edition of the <i>FIFA Laws of the Game</i> and the <i>AYSO Guidance for Referees and Coaches</i>. These handy resources contain AYSO Basic Soccer Rules, the AYSO National Rules & Regulations, Short-Sided Games Guide for Referees, AYSO Safe Haven Manual and a series of Frequently Asked Questions.</p> <p>It should be noted that this training contains approved exceptions for youth games and recommendations of the AYSO National Coaching Program. These recommendations are also in the AYSO Short-Sided Games Guide for Referees booklet.</p> <p>These resources are provided by your local AYSO Program, copies of which can be obtained from the AYSO Supply Center by calling (800) 243-2976. They can also be downloaded from the AYSO web site.</p>
3	Table of Contents	<p>This is the table of contents; there are 9 chapters in this course. From this page, you can access individual chapters by clicking on a chapter title. The links on the left side of each page will take you to a specific chapter from any point in this course. There are also links that allow you to download material or access to additional information.</p> <p>Clicking the Home button at any time will return you to the very beginning of this training material. The Previous and Next buttons allow page-specific navigation through each chapter. The pause button will temporary pause the training at any point.</p> <p>Throughout the course, tip links and selection buttons will be displayed providing additional information, access to helpful text or used to display brief videos.</p>

Chapter 1	About AYSO	
4	About AYSO	This chapter contains a brief introduction to the AYSO organization. In it, you'll learn about the AYSO Vision and Mission Statements, the AYSO Team, and the rules and responsibilities of each AYSO member.
5	AYSO Vision Statement	At the core of AYSO is a vision for the highest quality youth soccer experience where AYSO players are provided every opportunity to be all they can be. AYSO Referees also contribute to this vision through their dedication to learning the Laws of the Game, learning how to reasonably apply those laws, and learning the nuances of officiating that ensure a fun, fair and safe soccer experience for all.
6	AYSO Mission Statement	<p>The AYSO Mission is to develop and deliver quality youth soccer programs which promote a fun, family environment based on the AYSO philosophies of...</p> <ol style="list-style-type: none"> 1. Everyone Plays – Our program’s goal is for kids to play soccer – we mandate that every player on every team must play at least one half of every game. 2. Balanced Teams – Each year new teams are formed which are as evenly balanced as possible – because it is fair and more fun when teams of equal ability play each other. 3. Open Registration – Our program is open to all children between 4 and 19 years of age; interest and enthusiasm are the only criteria required to play. 4. Positive Coaching – Encouragement of individual effort provides for a greater enjoyment by the players and ultimately leads to better-skilled and motivated participation. 5. Good Sportsmanship – We strive to create a positive environment based on mutual respect rather than a win-at-all-costs attitude, and our program is designed to instill good sportsmanship in every facet of AYSO. 6. Player Development – We believe that all players should be able to develop their soccer skills and knowledge to the best of their abilities, both individually and as members of a team, in order to maximize their enjoyment of the game. <p>Together, these fundamental principles are the foundation of AYSO and are supported by the AYSO National Referee Program.</p>
7	The AYSO Team	<p>The AYSO Team consists of the coaches, referees, and parents who, in addition to supporting the players also volunteer to help run the AYSO regions. The triangle shown here depicts the AYSO team and illustrates how kids in AYSO are surrounded and protected by AYSO team members.</p> <p>Coaches are the foundation of the team because they spend the most time with the players. Coaches are instructed to keep their sideline participation positive, instructive and encouraging at all times.</p> <p>Referees are the “Guardians of the Game” ensuring it is fun, fair and safe for all.</p> <p>In addition to cheering for players, Parents and spectators play the</p>

		critical role of providing encouragement and support for the other team members.
8	AYSO Team Concept	<p>For any organizational team to function it has to have rules and the AYSO Team has four of them, they are:</p> <p>1. Work together – Teams are successful when each member works to blend their unique skills and abilities toward a unified effort.</p> <p>2. Help each other – Since individual skills and abilities vary, the entire team benefits when stronger, more experienced members help those less-skilled or knowledgeable to improve.</p> <p>3. Protect each other – When team members face outside challenges, the others rally around to provide reinforcement and support.</p> <p>4. Do your best – No one cuts corners on the AYSO team! Each individual member is dedicated to becoming the best they can be at what they do. In AYSO, it's about more than the game!</p>
9	Duties of the AYSO Team	<p>It is the duty and responsibility of each coach, referee, and official to act in a manner becoming a member of AYSO while complying with the AYSO Rules, policies and procedures.</p> <p>Encourage clean competition and good sportsmanship by prohibiting negative comments and complaints about officiating.</p> <p>Present a healthy, athletic environment for team members by neither consuming alcoholic beverages nor using tobacco products during practices or games or in the immediate vicinity of the soccer fields.</p> <p>To fulfill their role on the Team, AYSO Referees must work to gain clear knowledge of the letter of the Laws of the Game. But that's not all. Referees must combine that knowledge with an appreciation for how these Laws should be applied so the games are safe, fair and fun for everyone.</p>
10	AYSO Quick Quiz	Using the cursor, click and drag onto the logo the 6 AYSO philosophies.
Chapter 2	Pre-Game and Post-Game Duties	
11	Referee Duties	This module covers basic referee Pre and Post-game duties and responsibilities. In it, we'll review such things as: the field of play, including proper field size, the condition and inflation of the ball, the number of players on a team, team uniforms and equipment, lineup cards, and post-game responsibilities.
12	Referee Team	<p>Ideally, a soccer match is officiated by a team of three referees, consisting of one trained and certified referee, and when available, two trained and certified Assistant Referees. When there are no official assistant referees available, Referees will frequently recruit one volunteer from each team's supporters to assist during the match. They are called "club linesmen".</p> <p>If no one is available to assist, the Referee will officiate the match alone.</p>

		<p>The Referee’s team duties and responsibilities begin upon their arrival at the field. Please refer to the Basic Referee Companion Course for detailed information regarding the use of “club linesmen” and the assistant referee’s duties.</p>
13	Referee Credo	<p>All AYSO Referees shall follow the “Referee Credo” remembering it is their responsibility to provide a fun, fair, and safe playing environment for all players.</p> <p>The “Spirit of the Game” reminds referees and coaches alike that this is a game for the players. Interference or involvement of non-players is intended to be limited. Refereeing a match is a delicate balancing act: too few calls may result in unsafe or unfair play, and too many calls may create frustration and diminish the intended fun of the game.</p> <p>Particularly during matches with younger players, the referee should function more as a friendly guide than a strict rules enforcer. Again, fun is the most important element for younger players so the Laws of the game should be applied in an even-handed and gentle manner such that a learning environment is also maintained.</p> <p>Additional details related to the “Spirit of the Game” will be provided during your Companion Course sessions.</p>
14	AYSO Quick Quiz	<p>Which of the following statements are true? Check all that apply.</p>
15	Referee uniforms and equipment	<p>As a referee, your overall appearance will make an impression on the players, coaches, and spectators during the game. The proper use of referee uniforms and equipment helps to establish a level of professionalism and credibility needed to ensure a successful game experience.</p> <p>An official referee’s uniform consists of: The jersey which is gold-colored with black stripes and a black collar and black cuffs if the jersey is long sleeved. Black shorts and black socks are also worn along with - black or mostly - black shoes. The referee and assistant referees should wear shirts of similar color and style. In some instances, the referee may wear an alternate-colored jersey from those worn by the assistant referees. Whenever possible, the assistant referees jerseys, should match. The referee’s jersey color should be different from either team’s jersey colors.</p> <p>The only badge appropriate for referees to wear during AYSO games is the current AYSO certification level badge earned by the referee.</p> <p>In addition to the proper uniform, you should have the proper equipment needed to referee a game. This includes: AYSO Lineup Card – typically provided by each Coach during team check in – , a Whistle, Assistant Referee flags, a Watch – preferably, one with a stop watch function – , a Pen or pencil, and a coin for the coin toss.</p> <p><i>Additional details on uniforms and referee equipment is covered in the</i></p>

		<i>AYSO Guidance for Referees and Coaches.</i>
16	Arrival at the Field	<p>Referees should arrive at the field at least 15 minutes before the scheduled start of the game. This will allow sufficient time to stretch or warm up and begin performing pre-game responsibilities.</p> <p>Pre-game responsibilities typically include: inspection of the playing field; inspection of the goalposts; and selection of the game ball.</p> <p>The field should not present any dangerous objects such as glass, holes, or exposed sprinkler heads. Be sure the goal posts are firmly secured to the ground and that the nets are tight. If you believe something is unsafe the recommended course of action would be to find a way to make it safe. If the situation cannot be corrected and continues to present an obvious danger to either the players, coaches or referees, then you should you cancel the game as a last resort and alert the Safety Director immediately.</p> <p>You should also conduct a brief player equipment check to ensure each player has the proper gear and is not wearing any items which may cause safety concerns. There will be more about this in the section on player uniforms.</p> <p>Lastly, you should meet with each coach and collect line-up cards. Also, discuss special needs such as optional player equipment, line-up changes, and field or weather conditions as applicable.</p>
17	Field of Play	<p>Depending on the age of the players or the amount of available playing space the dimensions of a soccer field can vary. The only real requirement is that it be a rectangle and be longer than it is wide. The most important aspect concerning the official field of play is that it should be marked with the following lines:</p> <p>The goal line, the goal area, the penalty area, the penalty mark, the penalty arc, the corner arc and corner flag, the touch lines, the halfway line, and the center circle.</p> <p>In soccer, the lines themselves include the part of the area which they mark. Meaning that the ball does not pass out of or into a given area until all of the ball has crossed over all of the line. It is important to be adaptable if you encounter line markings that are less-than-perfect.</p> <p><i>Details related to field dimensions and markings are covered in the AYSO Guidance for Referees and Coaches. Field dimensions should be modified for short sided games with youth players.</i></p>
18	The Ball	<p>Referees are responsible for ensuring that a ball is suitable for play. This means:</p> <p>The ball must be spherical and must be properly inflated. A properly inflated ball will indent approximately ¼ to ½ an inch when pressed on either side by your thumbs</p>

		<p>The ball should also be safe for play with no tears, cuts or loose panels. It must also be the correct size for the age group playing. U-5 through U-8 should use a size 3 ball. U-10 and U-12 should use a size 4 ball. U-14 and above should use size 5.</p> <p>Once the match is underway, the ball may not be changed without the permission of the referee.</p>
19	AYSO Quick Quiz	Match the age group to the correct ball size.
20	Player Uniforms	<p>Referees must also be familiar with the regulations governing the player's uniform and equipment.</p> <p>The purpose of team uniforms is to allow individual players to easily distinguish themselves from the opposing team. Players on the same team should have jerseys of the same color, the exception being the goalkeeper's jersey which must be different than the players and the referee.</p> <p>Shin guards are required and must be fitted to provide the player with a reasonable degree of protection. Socks must be pulled completely over the shin-guards.</p> <p>Appropriate footwear includes shoes specifically designed for soccer or similar athletic activity as long as any studs or cleats are not so long as to be dangerous to other players. Flat-soled athletic shoes are also acceptable.</p> <p>The Laws of the Game specify that a player must not use equipment or wear anything that is dangerous to him or herself or other players. A rigid hard cast, or splint or any other device made of stiff or hardened material as applied to restrict mobility, protect an injury or promote the healing process of a temporary injury is not allowed. Knee braces covered with soft padding are permissible but only if worn to allow for support or flexibility of movement.</p> <p><i>Additional details concerning players' equipment can be found in the AYSO Guidance for Referees and Coaches</i></p>
21	Review	Use the mouse to move the cursor over each image shown and view the proper player equipment.
22	Lineup cards	<p>Lineup cards provide an easy way for the referee to keep a record of the game. Before the start of the game, the referee should collect a lineup card from the coaches.</p> <p>As referee you must check to ensure lineup card information is complete, each lineup card should contain the following:</p> <p>The region, age group, date and time of the game, the name of the team and coaches names. The names of all participating players listed in</p>

		<p>numeric order and a notation of any goals scored.</p> <p>To enforce AYSO's regulation that all players participate in at least ½ of the game, there is also a place to record the periods that a player was not in the game.</p> <p>Coaches may indicate in advance which players they have scheduled to play during each quarter, please know however that this is usually likely to change during the game.</p> <p>The Lineup Card also provides a place to record additional facts about the game including: The final score, overall player conduct, injuries and misconducts, and finally, a place for the Referee to sign the card.</p> <p><i>AYSO National Rules and Regulations stipulate that signed lineup cards must be completed by the referee and forwarded to the Regional Commissioner or designee.</i></p>
23	Pre-game Conference	<p>Prior to the start of the game, the Referee should meet with the assistant referees for a brief review of their specific duties during the match. The purpose of this pre-game conference is to ensure that each member of the referee team knows what is expected of them.</p> <p>Specific details regarding Referee teamwork will be covered in the Basic Referee Companion Course. Also, a summary of pre and post game instructions, AYSO Guidelines, assistant referee signals, and fouls and misconducts can be found on the AYSO pre-game card.</p> <p><i>Copies of the laminated Pre-Game Card can be obtained from the AYSO Supply Center.</i></p>
24	Post-Game Duties	<p>Once the full game time has expired the referee should blow the whistle to signal the end of the game. You should also, collect the game ball, and have the assistant referees join you on the field to supervise any closing ceremonies including congratulating opponents.</p> <p>You should also move the players off the field so that any following game can proceed on time. Be cordial and friendly and answer reasonable questions being careful to avoid critical discussions in front of the players.</p>
25	Review	<p>Click the icon shown to view more information or select next to continue.</p> <p>Goal - Be sure the goal posts are firmly secured to the ground.</p> <p>Coach - Meet with coaches and collect line-up cards, discuss special needs such as optional player equipment, line-up changes, or weather conditions, if applicable.</p> <p>Player - Conduct a player equipment check to ensure each player has the proper gear and that the player is not wearing items which may cause safety concerns.</p> <p>Referee - Conduct a pre-game and post-game conference with your assistant referees or club linesmen.</p> <p>Lineup card - Collect line-up cards, discuss line-up changes, include all</p>

		<p><i>pertinent information on the card prior to the start of the game.</i></p> <p>Soccer ball - The ball shall be properly inflated. Thumb pressure should dent ball ¼ to ½ inch.</p> <p>Club Linesman – When neutral assistant referees are not available, volunteers are recruited to be “club linesman.” They are positioned one on each touch line, given a flag and instructed to raise the flag when the ball has completely crossed over the touch or the goal line.</p> <p><i>Details related to pre-game and post game duties are covered in the AYSO Guidance for Referees and Coaches.</i></p>
26	AYSO Quick Quiz	Click on the area of the field which corresponds to the name of the field marking.
Chapter 3	Starting the Game	
27	Starting the Game	This chapter reviews the process for starting a game including the kick-off, player details and time keeping.
28	Starting the Game	<p>To start each game referees should Call the team captains to the center circle and introduce himself or herself to the assistant referees.</p> <p>Next, perform the coin toss. Usually the captain of the home team calls “heads” or “tails” and the winner of the coin toss then chooses the end of field to attack. The other team gets to kick off first.</p> <p>Note which team made the first half kick off and the direction of that kick on the lineup card. At the beginning of the 2nd half, teams will switch ends of the field. The team that didn’t kick off at the beginning of the game then gets kick off to start the 2nd half.</p> <p>Provide a few brief words of encouragement while having the captains shake hands. Shake hands with your assistant referees while having them and the players take their starting positions for the kick off. Now you are ready to start the game.</p>
29	The Kick-Off	<p>The game officially begins with the kick-off.</p> <p>Kick-offs are performed at the beginning of each half and after each goal.</p> <p>The kick-off process is as follows:</p> <p>First, all players must be on their own half of the field. Members of the team not kicking off must remain positioned outside the center circle until the ball is kicked into play. The ball should be placed in the center of the field and must remain stationary.</p> <p>All players must wait for the referee’s whistle before starting play.</p> <p>The ball is not in play until it has been kicked and moves forward. Should a member of the opposing team move into the center circle before the ball is kicked, the kick-off should be retaken.</p>

30	Number of Players	<p>The AYSO National Coaching Program has specific recommendations regarding the minimum and maximum number of players on a team for each age group. For players younger than 8, goal keepers should not be used.</p> <p>These recommendations are covered in the AYSO Guidance for Referees and Coaches. Referees can also consult with their region about the number of payers to use at each age level.</p>
31	Time Keeping	<p>A match is divided into two equal halves. Time begins when the ball is first touched during the kick off. During a game, play may be temporarily stopped when the ball goes out of play, after a goal has been scored, or to enforce the Laws of the game. These routine delays are normal aspects of the game and are not reasons to stop the game clock or add additional time to the half.</p> <p>For other delays during play such as when there is an injury or to allow for substitutions, the referee may either stop the game clock or may add lost time to the end of the half in which the delay occurred. Additional time may be added for any other delay that the referee considers to be unusually long. The total amount of time the game was delayed, and the resulting amount of time to be added, is up to the discretion of the referee.</p> <p>Teams and players are entitled to a minimum of 5 and a maximum of 10 minute breaks for half-time. It is important for referees to use good judgment when allowing additional breaks or stoppage of play as may be needed. For example, under extreme weather conditions (such as excessive heat) referees may want allow extra time for players to rehydrate themselves.</p>
32	Time Keeping Continued	<p>The first and second halves end when the referee signals that time has expired. Usually a whistle blow - twice to signal the end of the first half and three times to signal the end of the game – is given to indicate the official end of match play.</p> <p>Game durations will vary depending on the age group playing, additional information about this can be found in the AYSO Guidance for Referees and Coaches.</p> <p>All AYSO games are stopped by the Referee to allow for player substitutions. This helps enforce AYSO’s mandate that everyone plays at least one half of every game. These breaks for substitution usually take place during a natural stoppage of play, for example, prior to a throw-in, or goal kick, or when the game is stopped due to an injury. Otherwise, Referees should pick a stoppage point as near the midpoint of each half as possible avoiding stopping for substitution while the ball is still in play.</p> <p>The referee is the official game timekeeper. Referees may however, ask their assistant referees to also keep time as a back up measure. Referees should strive to start each game on time so subsequent games are not</p>

		<p>unnecessarily delayed. Referees may use discretion however and delay the start of a game for a short time if needed.</p> <p>Referees should also monitor and enforce the 5 to 10 minute half time interval as well as the substitution breaks which usually should only take one minute.</p>
33	AYSO Quick Quiz	Use the mouse to put the tasks below into the correct order in which they should occur.
34	AYSO Quick Quiz	Indicate which of the following statements are true. Check all that apply.
Module 4	Stopping the Game	
35	Stopping the Game	<p>Play is intended to be continuous with as little interference or delay as possible. As previously mentioned however, there are situations when play should be stopped. These include: when the ball goes out of play, a goal has been made, there is a foul, for substitution, when there's an injury, or when official game time expires.</p> <p>Play may also be stopped at the referees' discretion, when there is outside interference, impending weather, player misconduct or other circumstances. Remember that the game clock should continue to run during these stoppages unless the delay is unusually long in which case time should be added to that half when play was stopped.</p>
36	Ball Out of Play	<p>Play must stop when the ball goes out of play over the Touch line or Goal line. The ball is out of play when it entirely crosses the goal line or the touch line, whether on the ground or in the air. When it is obvious the ball is out of play, the referee should not whistle for a stoppage but may use hand signals and spoken commands instead.</p> <p>Remember, it is the ball's position that determines whether it is in or out of play, not the player's position. For example, a ball is still in play when a player is outside the field of play but plays the ball which is still inside the field of play to keep it from going out.</p>
37	Goal	A goal is scored whenever the whole of the ball passes entirely over the goal line, between the goalposts and under the crossbar. This assumes that there was no infringement of the Laws of the Game preceding the score. The Referee signals a goal by pointing toward the center circle.
38	Foul	<p>Sometimes, during the course of normal play, circumstances may arise where one team gains an unfair advantage over the other. If there appears to be an obvious disadvantage the referee should intervene as necessary to maintain a competitive balance. However, in the interest of maintaining the flow of the game, the referee should use careful discretion calling fouls if they appear to be insignificant in nature or if there is any doubt that a foul occurred.</p> <p>Fouls are discussed in detail in the next section of this course.</p>
39	Injury	Soccer is a contact sport; as a result players frequently collide, fall down

		<p>and may appear to have suffered an injury. Your job as referee is to decide whether or not to stop play for such incidents. If the player seems only slightly injured, the referee may decide to allow play to continue until the next time the ball goes out of play. If, in fact a player is injured, the coach should be called upon to properly care for that player.</p> <p>Of course if it is clear that the player is seriously injured, play should be stopped immediately. In either case, an injured player who is bleeding must leave the field of play for treatment and may not return to the field until the bleeding has stopped. Again, your discretion as referee is critical, for younger players you would want to stop play as soon as an incident occurs, even if the injury does not at first appear to be serious.</p> <p><i>For players who are bleeding, the wound must be properly covered. Blood on clothing must be neutralized with disinfectant. In some cases the clothing may need to be replaced. Blood on the body must be removed, and the contaminated skin should be disinfected.</i></p>
40	Substitution	<p>As previously indicated, play is also stopped to allow for substitutions. Under AYSO rules, there are four situations in which player substitutions can be made. These are: The midpoint of the first half (or the end of 1st “quarter”); At halftime, At the midpoint of the second half (or the end of 3rd “quarter”), Or, following an injury.</p> <p>Normally, the referee waits until the ball goes out of play before stopping play for substitutions. In games where the midpoint of the half has passed but the ball has remained in play, the referee should wait until the ball is near the middle of the field, then blow the whistle to stop play.</p> <p>1 to 2 minutes should be allowed substitution stoppages as they are not indented to be refreshment opportunities for players or time for coaching instructions. Referees need to be proactive to minimize time lost during substitutions, but should be careful not to re-start play until all players are in position.</p> <p>A coach has two substitution options when a player is injured: <i>First</i>, the coach may elect to play short-handed until the injured player has recovered. Once recovered, the injured player may re-enter the field after permission from the referee. Or, the coach may elect to substitute for the injured player. In this case, the injured player may not return until the next substitution opportunity. If this option is chosen, it is the injured player who receives “credit” for playing that full quarter.</p> <p>Whenever the goalkeeper is replaced during a substitution break, the referee must be informed. Goalkeepers can be replaced during any other stoppage throughout the game but only with a player already on the field, and again the referee must be informed of such changes.</p> <p><i>The substitution procedure is explained in more detail in the AYSO Basic Soccer Rules, which can be found in the Guidance for Referees and Coaches publication.</i></p>

41	End of the Half or Game	<p>When the allotted time – including any time added by the referee - has expired for each half of the game, the referee blows the whistle to signal the stoppage of play.</p> <p>The referee then conducts the post game duties as described in chapter 2.</p>
42	AYSO Quick Quiz	Is the ball in or out of play?
43	AYSO Quick Quiz	Which of the following statements are true? Check all that apply and press submit when ready.
Chapter 5	Fouls and Misconduct	
44	Fouls and Misconduct	<p>This chapter reviews the more serious fouls and misconduct incidents as described in the Laws of the Game. It's during these situations that a referee will likely need to demonstrate greater authority in the game to help keep things under control. We'll pay special attention to those events which are most common with younger players.</p> <p>Remember, it is the referee's responsibility to control and manage the game while keeping in mind the referee credo of fun, fair and safe. A good referee is one who can appropriately enforce the laws of the game, recognizing player age and ability, all without interfering unnecessarily with the flow of that game.</p>
45	Fouls	<p>A foul is an unsafe or unfair act - committed by a player on the field - while the ball is in play. In order to be a foul, the act must be committed by a player against an opposing player. The one exception to this is when a player handles the ball.</p> <p>There are two types of fouls those are: A Direct Free Kick Foul and an Indirect Free Kick Foul. There are ten types of Direct Free Kick fouls and seven types of Indirect Free Kick fouls. These will be covered in more detail in the coming slides. Move the mouse over Direct Free Kick Foul or Indirect Free Kick Foul to learn more about the differences between them.</p> <p><i>A <u>direct free kick foul</u> is a more serious offense committed against an opponent or, in the case of handling the ball, against the opposing team. The mechanics of the direct free kick will be discussed in the next section.</i></p> <p><i>An <u>indirect free kick foul</u> is a less serious offense committed against an opponent. The mechanics of the indirect free kick will be discussed in the next section.</i></p>
46	Direct Free Kick Fouls	<p>As previously mentioned, there are ten Direct Free Kick Fouls, of these, seven of them are fouls only if they are done by a player in a manner considered by the Referee to be careless, reckless, or committed with excessive force:</p> <p><i>They are:</i></p> <ol style="list-style-type: none"> 1. Kicking or attempts to kick an opponent

		<ol style="list-style-type: none"> 2. Striking or attempts to strike an opponent 3. Tripping or attempting to trip an opponent 4. Jumping at an opponent 5. Charging an opponent. In soccer, a charge is a brief, shoulder to shoulder collision, intended to bump another player off his path to the ball. 6. Pushing an opponent 7. Tackling an opponent. In soccer, tackling involves kicking at the ball in order to get or maintain possession.
47	Direct Free Kick Fouls	<p>The other three Direct Free Kick fouls are: Holding an opponent Spitting at an opponent Or Handling the ball deliberately (except for the goalkeeper within his own penalty area).</p> <p>For these types' fouls, it is sufficient that the player merely commit the act; the prior qualifications of careless, reckless, or using excessive force does not apply these as it does to the preceding seven fouls.</p>
48	Common Fouls in Young Player's Games	<p>Younger players tend to commit very few Direct Free Kick fouls, the ones they do commit are frequently the result of a lack of knowledge of the rules of the game or a lack of skill. The following fouls occur most frequently in U-10 and younger age groups:</p> <ul style="list-style-type: none"> • A player kicks an opponent; <i>this occurs most commonly when a player kicks at the ball and misses it, kicking an opponent instead.</i> • A player trips or attempts to trip an opponent; <i>whenever tripping occurs there is an element of carelessness or recklessness involved. Referees should be sure that players did not just trip over the ball, or their own feet.</i> • A player pushes an opponent; <i>Young players commonly push opponents to get to the ball or gain an advantage. Pushing is not allowed, and can include use of the hip or shoulder in addition to the hands.</i> • A player holds an opponent; <i>holding any part of an opponent may give a player an unfair advantage. Younger players often find it difficult to resist the instinct to use their hands to hold an opponent away from the ball. It is illegal to hold with the hands or any other part of the body.</i> • A player unfairly charges an opponent; <i>a charging foul will be called when it is deemed the player is being too reckless or forceful when bumping into an opponent in an effort to gain control of the ball.</i> • A player handles the ball deliberately; <i>Accidental contact of ball and hand is not a foul! Attempting to handle the ball is not a foul. With the younger players, this offense is usually blatantly obvious as they forget they are not allowed to use their hands. Referees can promote a better understanding of this foul by consistently using the correct term "handling" rather than "hand ball".</i>
49	Indirect Free Kick Fouls	<p>Less-serious are Indirect Free Kick fouls which are committed by a player in the following potentially dangerous situations;</p>

		<ul style="list-style-type: none"> • Kicking at a high ball that is near an opponent's head. • Attempting to head a low ball that an opponent trying to kick. • Laying on the ground attempting to play the ball while there are opponents nearby whom also attempting to play the ball. <p>Another type of Indirect Free Kick foul occurs when a player, not in a position to play the ball, impedes or blocks an opponent who is trying to get to the ball. It is also considered an Indirect Free Kick foul when a player interferes with or prevents the opposing goalkeeper from releasing the ball from his or her hands.</p>
50	Indirect Free Kick Fouls	<p>Several types of Indirect Free Kick fouls can also be committed by Goalkeepers, these occur inside their own penalty area and are committed when the goalkeeper: Takes more than 6 seconds while controlling the ball with the hands before releasing it into play. Touches the ball with the hands after releasing it into play but before it is touched by any other player. Touches the ball with the hands after it has been deliberately kicked to him by a team-mate. Touches the ball with the hands after receiving it directly from a throw-in taken by a teammate. <i>You will not encounter most of these fouls and misconducts in U-10 play. The Basic Referee Companion Course will provide you with practical training in recognizing the fouls that occur with younger players.</i></p>
51	AYSO Quick Quiz	Match the action with the correct type of foul.
52	Misconduct	<p>Misconduct is a term used in the Laws of the Game to describe behavior that is in serious conflict with the spirit of fair play and good sportsmanship. Misconduct is divided into two types which are Cautions and Send Offs.</p> <p>Cautions are used to warn a player that their behavior is unacceptable and that continued similar behavior by that player will result in them being expelled from the game. The yellow card must be shown so all will know of the referee's decision.</p> <p>Send offs result either from committing a second caution or as the result of a more serious breach of the spirit of fair play and good sportsmanship. The referee displays the red card to indicate this type of misconduct.</p> <p>Players sent off may not continue to participate in the current match or in the next scheduled match. Additionally, the team must play with one fewer player for the remainder of the match when the sendoff occurred. The referee must make note in the game report of any misconducts issued.</p> <p>Again, misconduct is rare with younger players, but if it occurs, referees should deal with it informally by alerting the players coach - is not necessary to display a yellow or red card.</p> <p><i>Specific sanctions and disciplinary actions may vary depending on the local organization. Check local rules regarding misconducts.</i></p>

53	Cautions	<p>Under misconducts, there are 7 caution-able offenses: they are: 1 unsporting behavior; 2 dissent by word or action; 3 persistently infringes the Laws of the Game; 4 delays the restart of play; 5 fails to respect the required distance when play is restarted with a corner kick, free kick, or throw-in; 6 enters or reenters the field without the permission of the referee And 7 deliberately leaves the field of play without permission of the referee.</p> <p><i>The following are the 7 offenses requiring a caution. You may use the abbreviations as noted for completing your game report cards.</i></p> <ol style="list-style-type: none"> 1. <i>Is guilty of unsporting behavior (USB)</i> 2. <i>Shows dissent by word or action (DT)</i> 3. <i>Persistently infringes the Laws of the Game (PI)</i> 4. <i>Delays the restart of play (DR)</i> 5. <i>Fails to respect the required distance when play is restarted with a corner kick or free kick (FRD)</i> 6. <i>Enters or re-enters the field of play without permission of the referee (E)</i> 7. <i>Leaves the field of play without permission of the referee (L)</i>
54	Send Off	<p>A player is sent off and shown the red card if he or she commits any of the following 7 more serious misconduct offenses:</p> <ol style="list-style-type: none"> 1. serious foul play 2. violent conduct 3. spits at an opponent or any other person 4. denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (the exception being the goalkeeper inside his or her own penalty area) 5. denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick 6. uses offensive, insulting, or abusive language and/or gestures; 7. receives a second caution in the same match. <p><i>The following are the 7 offenses requiring a send off. You may use the abbreviations as noted for completing your game report cards.</i></p> <ol style="list-style-type: none"> 1. <i>Is guilty of serious foul play (SFP);</i> 2. <i>Is guilty of violent conduct (VC)</i> 3. <i>Spits at an opponent or any other person (S)</i> 4. <i>Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area) (DGH)</i> 5. <i>Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick (DGF)</i> 6. <i>Uses offensive, insulting, or abusive language and/or gestures (AL)</i> 7. <i>Receives a second caution in the same match (2CT)</i>
55	AYSO Quick	Please indicate if the following statement is true or false.

	Quiz	
Chapter 6	Starting or Restarting Play	
56	Starting or Restarting Play	<p>In the previous chapter, we reviewed the reasons why play might be stopped. Once the game is stopped, the referee must get it going again. There are eight different ways to start, or restart play. These are:</p> <ol style="list-style-type: none"> 1. Kick-off 2. Throw-in 3. Goal kick 4. Corner kick 5. Dropped ball 6. Direct free kick 7. Indirect free kick and 8. Penalty kick (which only applies to U-10 games and above) <p>Please note however that some of these restarts are not used during younger player's games. Consult the AYSO Short-Sided Games Guide in the Guidance for Referees and Coaches manual for more details.</p> <p>For each of these restarts; except the dropped ball, the player starting or restarting play may not play the ball again until another player has first touched or played the ball. If a player does so, the referee should stop play and award an indirect free kick to the opposing team. This is covered in more detail in the upcoming slides.</p>
57	Throw-In	<p>A throw-in is awarded when the ball goes completely out of play over a touch line. The team which last touched the ball loses possession, and the throw-in is awarded to the opposing team. A goal may not be scored directly from a throw-in.</p> <p>A throw-in is made from the approximate point where the ball crossed the touch line. Opponents must stand no closer than 2 yards from the point of the throw-in.</p>
58	Throw-In	<p>When performing a throw-in, the designated thrower must face the field of play and have part of each foot touching the ground either on or behind the touch line. The player must throw the ball with both hands from behind and over his or her head. The ball is in play as soon as it is released and breaks the plane of the outside edge of the touchline.</p> <p>If the ball does not go directly into play, the same team must throw the ball in again. If a player fails to perform the throw-in correctly, the other team is awarded the throw-in.</p> <p>For younger players, referees may allow the player a second chance to perform the throw-in properly. If the player still doesn't execute the throw-in correctly, the play should begin again anyway. Throw-ins by younger players generally have little impact on the outcome of game itself and this is not the time to demonstrate authority or control.</p>
59	Goal Kick	<p>A goal kick is awarded to the defending team when the ball is last touched or played by an attacker and goes completely out of play over the goal</p>

		<p>line without a goal being scored.</p> <p>The defending team may place the ball anywhere within their goal area. Opponents must move outside the penalty area and remain outside of it until the ball is kicked beyond the penalty area. If a violation occurs, the kick should be retaken.</p> <p>The ball is in play when it is kicked directly out of the penalty area and into the field of play without any other player touching it. A goal may be scored directly against an opponent from a goal kick (but this is extremely rare).</p>
60	Corner Kick	<p>A corner kick is awarded when the ball is last touched by a defender and completely leaves the field over the goal line without a goal being scored.</p> <p>The ball is placed anywhere inside the corner arc on the side of the field nearest the point to where the ball went out.</p> <p>Opponents of the kicker must remain at least 10 yards from the corner arc until the ball is kicked into play. The corner flag post may not be moved or removed prior to the kick, and the ball is in play when it is kicked and moves. A goal may be scored directly against an opponent from a corner kick.</p>
61	Free Kicks	<p>Direct (DFK) & Indirect Free Kick (IFK)</p> <p>A direct free kick is awarded to the opposing team when a player commits any of the ten direct free kick offenses as identified in Law 12, of the Laws of the game and was reviewed in chapter 5 of this training.</p> <p>An indirect free kick is awarded to the opponent's team if a player commits any of the seven indirect free kick offenses as previously identified.</p> <p>A goal may be scored against the opponents from a direct free kick. However, a goal may not be scored against the opponents from an indirect free kick.</p> <p>To setup for either a direct or indirect free kick, the ball must be placed on the ground and remain stationary before contact is made, opponents must be at least ten yards away from the ball until it is kicked. The ball is in play when it is kicked and moves. The ball may be kicked in any direction.</p> <p>The referee is required to indicate an indirect free kick by raising his arm straight above the head and maintaining that position until the ball has touched another player or has gone out of the field of play.</p> <p>If an indirect free kick is kicked directly into the opposing team's goal, play is restarted by performing a goal kick.</p> <p>If either a direct or an indirect free kick is kicked directly into the team's</p>

		own goal, play is restarted with a corner kick.
62	Free Kicks	Special rules apply for any free kick taken by the defending team from within their own penalty area . These include: Opposing players must be at least ten yards from the ball and must be outside the penalty area. The ball is not in play until it completely leaves into the rest of the field of play. The kick may be taken from any point inside the goal area if the infraction occurs inside the goal area. And if the ball is touched by any player before it leaves the penalty area, the kick must be retaken
63	Free Kicks	Special rules apply for an indirect free kick taken by the attacking team from within the opposing team's penalty area . They include: Opponents must be ten yards or more from the ball or on the goal line between the goalposts. The ball is in play when it is kicked and moves. When the infraction occurs inside the goal area, the indirect free kick is taken from the point on the goal area line parallel to the goal line closet to the point of the infraction.
64	Dropped Ball	<p>A dropped ball is used to restart play in any situation for which the Laws of the game do not identify a specific restart. In these cases, the referee holds the ball at a waist-level height between 2 opposing players and then drops it onto the field to begin play. Typical examples of when a dropped ball is used include stoppage of play due to an injury or outside interference.</p> <p>To conduct a dropped ball restart, the ball should be dropped nearest the point when play was stopped but never in the goal area. If the ball was in the goal area, it should be dropped on the nearest point on the goal line and parallel to the goal line.</p> <p>The ball is in play when it hits the ground. Should the ball be kicked before it touches the ground, it should be dropped again. The ball may be played again by the first player who touches the ball. Younger players may need to be instructed by the referee regarding the mechanics of a dropped ball.</p>
65	Penalty Kick	<p>A penalty kick is awarded for a direct free kick offense by a player inside his or her own penalty area. In AYSO, penalty kicks are not recommended in U-6 or U-8 games. The Referee signals for the penalty kick by blowing the whistle and pointing at the penalty mark.</p> <p>The player making the penalty kick should be properly identified; that is, the referee should ensure that the goalkeeper clearly knows who will be taking the kick. That player should place the ball on the designated penalty mark, again however, with younger players; the referee may need to provide guidance in the placement of the ball.</p> <p>All players except the kicker and goalkeeper must remain outside the penalty area, within the field of play, behind the penalty mark and outside the penalty arc until the kick is made and the referee should not signal for the kick to be taken until all players are properly positioned and the goalkeeper is ready.</p>

		<p>The kicker must wait for the referee to signal that the kick can be made; the ball is in play when it is kicked and moves forward. The goalkeeper must remain on the goal line between the goal posts facing the kicker until the ball has been kicked but may move laterally along the goal line as needed to defend the goal.</p> <p>If the penalty kick is not performed properly, it should be retaken. If an infraction occurs during the penalty kick, the referee will await the outcome of the kick before determining if the kick should be retaken or not. For details on these circumstances, refer to the FIFA Laws of the Game.</p>
66	Penalty Kick Encroachment	Encroachment during a penalty kick means that prior to the kick, one of the following conditions occurred: The goalkeeper moves forward off the goal line, a non-kicking player entered the Penalty Area, or crosses past the Penalty Arc, or moves in front of the Penalty Mark outside the Penalty Area. Encroachment should only be called if the referee determines that it affected the outcome of the kick.
67	Penalty Kick Encroachment	<p>In those instances where the Referee decides the encroachment did in fact affect the outcome of the penalty kick, the following guidelines should be used:</p> <p>If the encroachment is by a Defender and the ball enters the goal, then it is a goal! If the encroachment is by a Defender and the ball does not enter the goal, then the kicking player should be allowed to retake the kick. If the encroachment is by an Attacker and the ball enters the goal, then the kicking player should also be allowed to retake the kick.</p> <p>If the encroachment is by an Attacker and the ball does not enter the goal, then there is NO GOAL and NO need to RETAKE the kick. However, play is stopped and an indirect free kick is awarded to the defending team.</p> <p>If the encroachment is by both Attackers and Defenders, then the player taking the kick should be allowed to RETAKE the kick.</p>
68	Misconduct Restarts	<p>When play is stopped for a caution or a send off resulting from one of the 10 Direct Free Kick fouls, then play is restarted with a Direct Free Kick.</p> <p>When play is stopped for a caution or send off and the restart is not specified by the Laws of the game the opposing team is awarded an indirect free kick to restart play.</p> <p>If the referee decides to wait until the ball is out of play to caution or send off a player, or the misconduct occurred while the ball was out of play, the game is restarted according to the way the ball went out of play.</p>
69	Restart Summary	If play stops because the ball left the field of play, it is restarted with one of the following: a throw-in, a Goal Kick, a Corner Kick, or a Kick-off, depending upon the circumstances under which the ball left the field.

		<p>If play is stopped by the referee for a foul, misconduct, or other infringement as specified in the Laws of the game, it is restarted with a direct free kick, an indirect free kick, or a penalty kick, again, depending on the reason for stoppage.</p> <p>If play is stopped by the referee for any other reason, including an injury or outside interference, it is restarted with a dropped ball. This includes those cases when the referee stops play in error, and then realizes his or her mistake.</p> <p>If substitutions take place during a normal stoppage of play, the game is restarted using one of the restarts just mentioned. If the referee stops play for substitution with the ball in play, play is restarted with a dropped ball.</p>
70	AYSO Quick Quiz	<u>Do you know where the ball</u> should be placed for these situations? Use the mouse to click on the correct ball.
71	AYSO Quick Quiz	Please indicate if the following statement is true or false.
Chapter 7	Offside	
72	Offside	Offside is frequently misunderstood, especially by younger players. This section defines the Offside Law, provides examples of offside conditions and explains the basic referee duties involved in managing this law.
73	Offside	<p>There are 3 conditions which characterize the offside law.</p> <p>These conditions will be reviewed in more detail on the next few slides.</p>
74	Offside	<p>The first condition of the offside law involves determining if a player is in an offside position - that is – being in the wrong place. A player is in an offside position when:</p> <p>The player is ahead of the ball; and The player is in the opponent’s half of the field; and The player is closer to the opponents’ goal line than the second to last opponent.</p> <p>It is not an offense to be in an offside position. However as referee you must carefully watch the ball and the other players on the field to see what happens next.</p>
75	Offside	<p>The second condition of the offside law is the most essential for referees to understand. Often referred to as the “initial moment of judgment” by the referee it involves noting the position of each of the attacking players at the precise moment the ball is last touched or played by a teammate.</p> <p>The key to this moment of judgment is in observing the player in an obvious offside position, and his or her teammates as they play the ball. Thus far however only 2 of the 3 conditions of the offside law are occurring. The 3rd condition of the offside law still has to be met.</p>

76	Offside	<p>The 3rd condition of the offside law involves determining if the player in an offside position at the moment of judgment then becomes actively involved in the play by either interfering with play itself, or interfering with an opponent, or gaining or has gained an advantage from being in that offside position.</p> <p>Determining whether a player is in "active play" can be complex. <i>Interfering with play</i> means touching the ball as it is passed or last touched by a teammate. While, <i>Interfering with an opponent</i> means preventing an opponent from playing or being able to play the ball by clearly obstructing that opponent's line of vision or also making movements or gestures which, in the opinion of the referee, deceives or distracts an opponent.</p> <p>Gaining an advantage by being in an offside position includes playing a ball that rebounds to the player off a goal post or crossbar or by playing a ball that rebounds to the player off an opponent having also been in an offside position.</p> <p>Again, all three elements must be present for the referee to decide that an infraction has occurred. If the referee judges there to be an offside condition, play is stopped and an indirect free kick is awarded to the opposing team at the point where the player in the offside position was at the moment of judgment.</p>
77	Offside Exceptions	<p>There are however 3 exceptions to the offside law. A player in an offside position, should not be penalized when he or she receives the ball directly from, a goal kick, a throw-in or a corner kick.</p>
78	Offside Mechanics	<p>Once the referee has determined there to be an Offside violation, the whistle should be blown to stop play. The referee should signal the offside violation by raising one arm straight up in the air and the restart of play using an indirect free kick. The ball is placed where the player was determined to have been in the offside position at the moment of judgment. Offside will be covered more in depth during the on-field Companion Course.</p>
79	Offside/Not Offside - Example 1	<p>An attacker standing at position (A) not interfering with any opponent when a teammate just outside the opposing team's penalty area kicks the ball and the attacker touches it.</p> <p>The call is OFFSIDE - The assistant referee should raise the flag when the player touches the ball.</p>
80	Offside/Not Offside - Example 2	<p>An attacker in an offside position (A), is not interfering with an opponent, and does not touch the ball.</p> <p>The call is NOT OFFSIDE - The player can not be penalized because he or she did not touch the ball.</p>
81	Offside/Not Offside -	<p>An attacker in an offside position (A) runs toward the ball while a teammate in onside position (B) also runs also toward the ball and plays</p>

	Example 3	it. NOT OFFSIDE - Player (A) cannot be penalized because he or she did not touch the ball.
82	Offside/Not Offside - Example 4	An attacker in an offside position (A1) runs towards the ball and plays it (A2). The call is OFFSIDE - The assistant referee should raise the flag when the player touches the ball (A2).
83	Offside/Not Offside - Example 5	An attacker in an offside position (A) runs toward the ball but does not touch it. What call should be made? <i>Award a GOAL KICK (NOT OFFSIDE) - The assistant referee should signal a goal kick.</i>
84	Offside/Not Offside - Example 6	An attacker in an offside position (A) is obstructing the goalkeeper's line of vision. What call should be made? <i>OFFSIDE - He should be penalized because he prevents an opponent from playing or being able to play the ball.</i>
85	Offside/Not Offside - Example 7	Attacker (A) is in an offside position, What call should be made? <i>NOT OFFSIDE – Attacker (A) is not obstructing the goalkeeper's line of vision or making a gesture or movement which deceives or distracts him.</i>
86	Offside/Not Offside - Example 8	An attacker in an offside position (A) runs toward the ball but does not prevent the opponent from playing or being able to play the ball. What call should be made? <i>NOT OFFSIDE, CORNER KICK - (A) is not making any gesture or movement which deceives or distracts (B).</i>
87	Offside/Not Offside - Example 9	An attacker in an offside position (A) runs toward the ball preventing the opponent (B) from playing or being able to play the ball. What call should be made? <i>OFFSIDE - Player (A) is making a movement which could deceive or distract player (B).</i>
Chapter 8	Referee Concepts	
88	Referee Concepts	We have now covered many of the basic concepts of refereeing. In the next few slides we will review basic and assistant referee duties, and the flag signals assistant referees should use. Additionally, references will be provided which you may find useful to learn more about the topics presented during this training. The last step of referee certification is to attend the in-person AYSO Basic Referee Companion Course. During this session, you learn even more

		about what is needed to be a great referee and will be given an opportunity to apply your knowledge in on field and game simulations
89	Referee Duties	<p>Law 5 in the FIFA Laws of the Game contains an extensive list of powers and duties with which referees should be familiar. These include:</p> <p>Enforcing the Laws of the Game in a manner providing good control of the match. Inspecting and approving the ball and player’s uniforms and other equipment to ensure all are appropriate and safe.</p> <p>Keeping the official time and maintaining an accurate record of the match including goals scored, substitutions, and any misconducts issued.</p> <p>Stopping, suspending or terminating the match for infringements or outside interference including inappropriate spectator behavior or severe weather conditions.</p> <p>Stopping the match if a serious injury occurs. Ensuing players who are bleeding due to injury do not return to play until such bleeding has been stopped.</p> <p>Allowing play to continue, rather than stopping it for a free kick when doing so would give advantage of the team that was fouled. This is commonly referred to as the Advantage Clause and is unique to soccer. It should be used very sparingly during younger players’ games.</p> <p>Punishing only the more serious offense when a player commits multiple offenses at the same time.</p>
90	Referee Duties Continued	<p>Taking the appropriate action, including cautioning or sending off players guilty of misconduct. Also expelling from the game any team official or spectator who does not behave in a responsible manner.</p> <p>Acting on the advice of assistant referees regarding incidents not seen by the referee. Ensuring unauthorized persons do not enter the field of play. Restarting play when play has been stopped.</p> <p>Providing a match report to the appropriate authorities including all details of specific incidents.</p>
91	Assistant Referee (AR)	<p>Assistant Referees support the Referee enforcing the Laws of the Game and have specific duties to perform. These include indicating:</p> <p>When the ball has passed out of play, that is, when the ball has entirely passed over the touch line or goal lines.</p> <p>Which team is entitled to a corner kick, goal kick, or throw-in.</p> <p>When an offside infraction has occurred.</p> <p>When a substitution is requested.</p> <p>When a misconduct or other incident occurs away from the referee’s</p>

		<p>view.</p> <p>When an infraction occurs near the assistant referee.</p> <p>When, upon taking a penalty kick, the goalkeeper moves forward too soon or when the ball has completely crossed the goal line.</p>
92	Assistant Referee Flag Signal	<p>The universal and standard flag signals that assistant referees may use during the course of a game are shown on this slide.</p> <p>Unless when signaling, the assistant referee should hold the flag down at his or her side pointing toward the ground and in the hand which best allows the Referee see it easily</p> <p>The flag should only to be used to make precise signals which provide the referee with information. Therefore, the assistant referee flag signals should only consist of the flag being pointed straight down, straight up, or at precise angles from the AR's body with the flag fully extended. Additional demonstrations of these techniques will be provided during the Basic Referee Companion Course.</p> <p>This signal indicates the AR has decided that Offside should be called. When the referee confirms the call by blowing the whistle, the AR then move to indicate the location for the restart.</p> <p>This signal indicates ball placement for offside on the far side of the field opposite the AR.</p> <p>This signal indicates ball placement for offside in the middle of the field opposite the AR.</p> <p>And finally, this signal indicates ball placement for offside on the side of the field nearest the AR.</p> <p>There are other signals the Assistant Referee will use to communicate with the referee.</p> <p>This signal indicates a Corner kick</p> <p>This signal indicates a Goal kick</p> <p>This signal indicates a Throw-in</p> <p>This signal has two possible meanings: first, it is the AR's indication that a direct free kick offense by a defender appeared to be inside the defender's own penalty area, and which, if the Referee concurs, would result in a penalty kick; second, this signal is also used during penalty kicks to indicate premature movement by the goalkeeper.</p> <p>A more thorough explanation of these signals will be provided during the Basic Referee Companion Course.</p>

93	AYSO Quick Quiz	Use the mouse to indicate the correct flag signal.
94	AYSO Regional Referee Certification Requirements	<p>The following are the remaining steps needed to complete your full certification as an AYSO Referee.</p> <ol style="list-style-type: none"> 1. Complete and submit a volunteer application and be accepted by the Region. Because you are participating in this course, it is likely you have already fulfilled this requirement! 2. Complete a Safe Haven for Referees Course. This course is also available to you online from this site or your Region may also offer an in-classroom version of the course. 3. Successfully complete the AYSO Basic Referee Training Course. After you complete this online training, you need only attend the 2-3 hour in-person Basic Referee Companion Course and you will have fulfilled this requirement. <p>Lastly, all prospective AYSO referees must achieve a passing grade on the AYSO Regional Referee Law exam which is scheduled by your Regional Referee Administrator in conjunction with the Basic Referee Companion Course.</p> <p>Before attempting the Law Exam, it's recommend that you complete all the other requirements and conduct a thorough review of the FIFA Laws of the Game and Guidance For Referees and Coaches manual. One or more reviews of this Basic Online Training will also improve your chances for success. AYSO has prepared a practice test that will provide the opportunity to test your knowledge of this content. You can access this test by returning to the main menu then clicking on AYSO Basic Referee Practice Test.</p>
95	Congratulations	This concludes the AYSO Basic Referee online training. Click the link to the Practice Test to test your knowledge. This will help prepare you for the Basic Referee Companion Course. Contact your Regional Referee Administrator to learn the time and place of the next scheduled Basic Referee Companion Course so you can complete your certification.
96	AYSO Test	Answer all questions correctly to receive your referee certificate.
97	Download & Links	This slide contains useful links and downloads for you to use.