




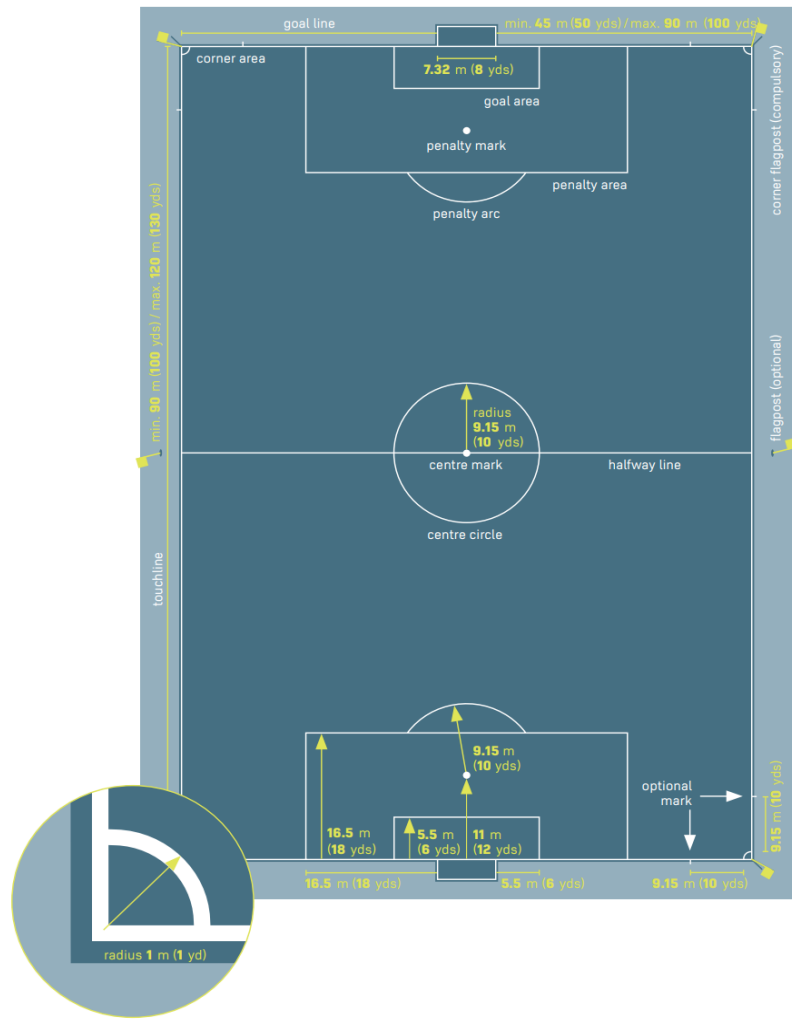
Minneapolis Park & Recreation Board

Outdoor Soccer Clinic
04/25/2024
Ahmed Garad



Training Topics – Youth & Adults

- Field positioning
 - 2 referee system
 - 11v11 vs 6v6
- Hand/flag signals
- Substitution
- Offsides
- Sliding
- Direct vs Indirect free kicks
- Working with partners
 - Communications
- MPRB rules
 - Refer to the MPRB soccer handout
- Pre-game
 - Team managers
- Game management
 - Managing conflicts
- Penalty kicks
- Corner kicks/throw-ins
- Uniforms
 - Apparel/gear



Powers and duties

- Enforces the Laws of the Game • controls the match in cooperation with the other match officials
- Facilitate a fair, fun, and safe game for the players by enforcing and applying the Laws of the Game
- Make and clearly communicate decisions based on perception and interpretation of player's actions
- Facilitate understanding and application the Laws of the Game for players and coaches
- Decisions of the referee Decisions will be made to the best of the referee's ability according to the Laws of the Game and the 'spirit of the game' and will be based on the opinion of the referee, who has the discretion to take appropriate action within the framework of the Laws of the Game.
- Link for Laws for the Game 2022/2023
- <https://downloads.theifab.com/downloads/laws-of-the-game-2022-23?l=en>

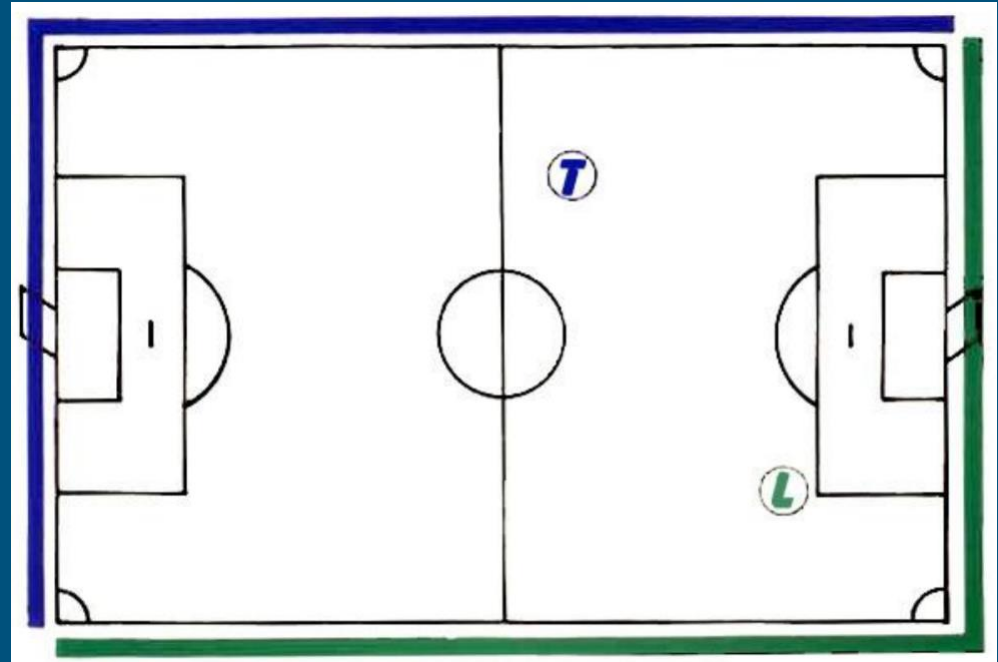
Field Positioning

Dual System (2 Ref System):

- Making the Call - Eye Contact is essential
 - Referee who **SEES** the violation, whistles

As always, teamwork is the key to success.

Out of bounds responsibility



Youth Soccer

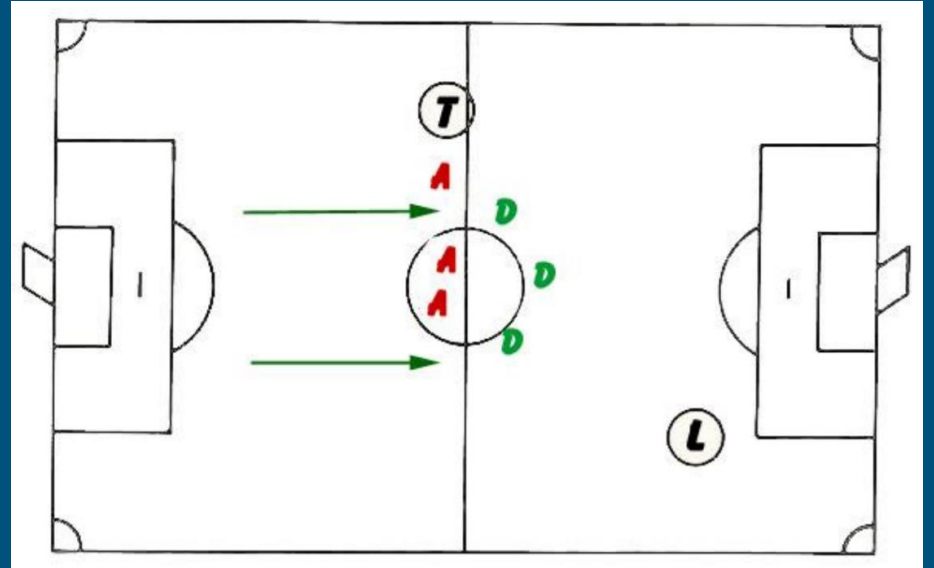
- Soccer 11U , 13U & 15U – small field (6 Vs 6)
 - 11U, 13U & 15U - A team must have a minimum of five (5) players on the soccer field at game time or the game shall be declared a forfeit
 - Offsides **Will not** be called in 11U
 - Heading is not allowed for 11U
- Soccer 18U – Regular size soccer field
- See youth soccer handouts from MPRB

Division	Game Length	Ball Size
11U	Two-25 minute halves	Size Four
13U	Two-30 minute halves	Size Four
15U	Two-30 minute halves	Size Five
18U	Two-30 minute halves	Size Five

Half-Time: No more than five (5) minutes between halves. All games are running time.

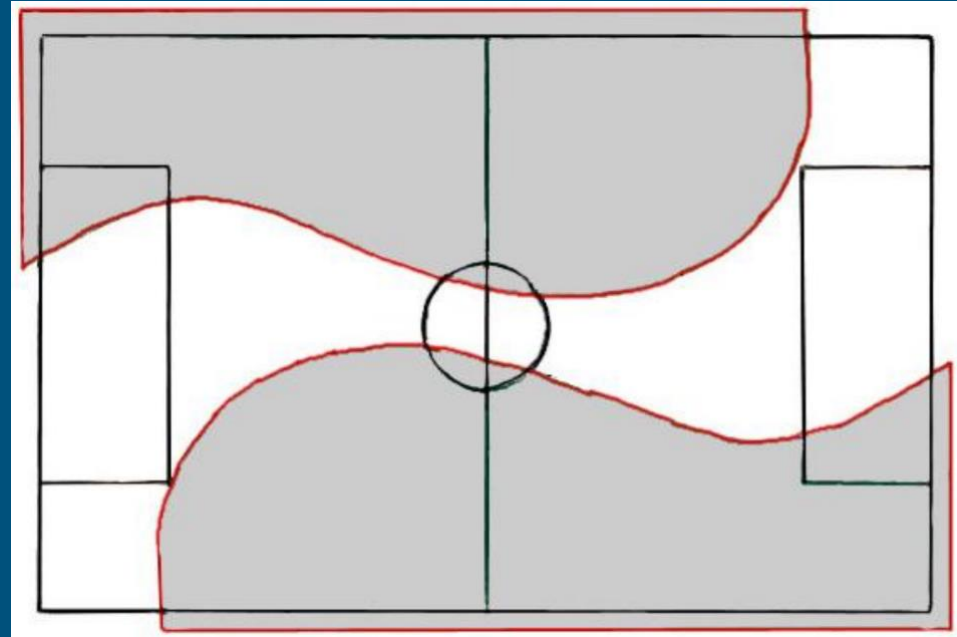
Field Positioning

Start of play positioning...



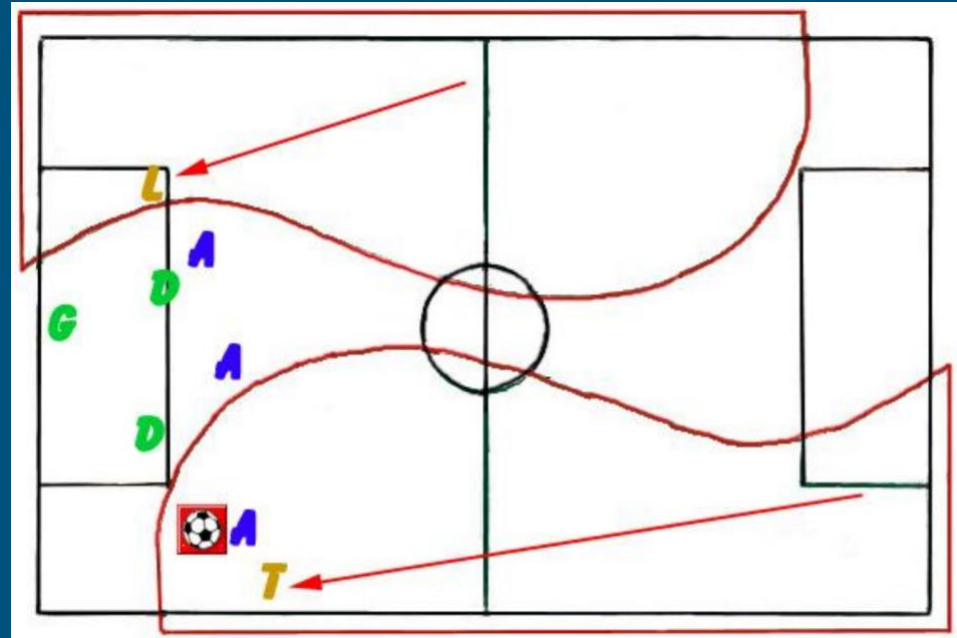
Field Positioning

Flexible Pattern – requires high work rate to stay close enough to play and still be able to cover the offside decision



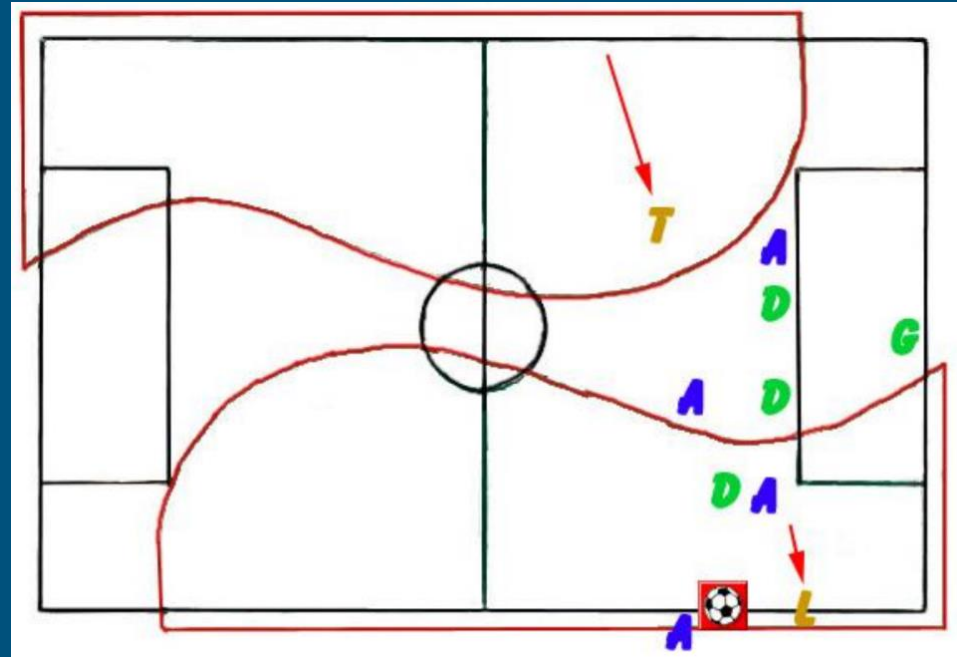
Field Positioning

Trail must press down with play.
Lead is usually screened and must split his focus to determine offside.



Field Positioning

Just like diagonal system - Lead referee should be closer to the goal than the thrower, in order to cover goal scored as well as offside.



Hand/flag Signals



Penalty kick



Red and **Yellow** card



Corner kick



Goal kick

Hand/flag Signals



Indirect free kick



Direct free kick



Advantage (1)



Advantage (2)

Hand/flag Signals



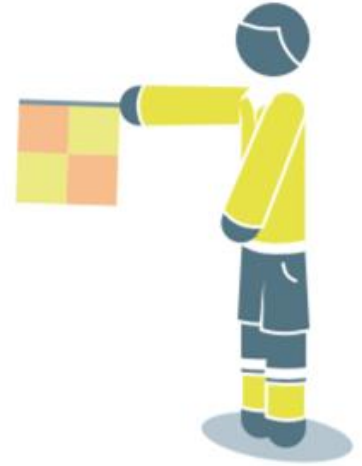
Throw-in for attacker



Throw-in for defender

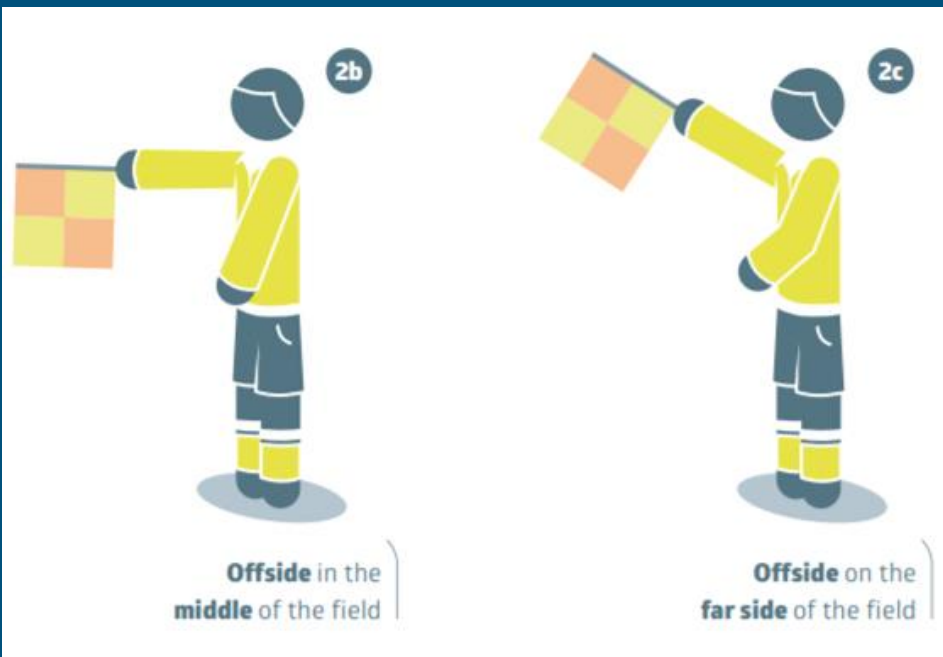


Corner kick



Goal kick

Hand/flag Signals



Substitution

1. Substitution may be made on any dead ball by either team
2. Team must alert closest referee for substitution.
3. Substitution can only be made from the touchline
4. Incoming player must wait on the touch line for the outgoing player
5. Upon last sub taking place on the field, responsible official indicates by hand signal to official monitoring the restart that play may resume.
6. Restart official whistles ball into play.



Direct vs Indirect Free Kicks

A direct free kick is awarded if a player commits any of the following offences against an opponent in a manner considered by the referee to be careless, reckless or using excessive force:

1. Charges, Pushes, Jumps at
2. Kicks or attempts to kick
3. Strikes or attempts to strike (including head-butt)
4. Tackles or challenges
5. Trips or attempts to trip.
6. Only one touch and it goes to the goalkeeper and that is why is a direct kick
7. *A free kick from which a goal can be scored by kicking the ball directly into the opponents' goal without having to touch another player*
8. <https://www.youtube.com/watch?v=wyaEpzTHDVE>

If an offence involves contact it is penalized by a direct free kick or penalty kick.

An indirect free kick is awarded if a player:

1. Plays in a dangerous manner
2. If an offside offence occurs
3. Impedes the progress of an opponent without any contact being made
4. Is guilty of dissent, using offensive, insulting or abusive language and/or gestures or other verbal offences
5. Prevents the goalkeeper from releasing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it
6. Commits any other offence, not mentioned in the Laws, for which play is stopped to caution or send off a player
7. Two players touch the ball -*A free kick from which a goal can only be scored if another player (of any team) touches the ball after it has been kicked*
8. <https://www.youtube.com/watch?v=MD9vYVthml4>
9. In general, a **direct kick** comes from a contact foul or hand ball. Everything else is **indirect**

MPRB Soccer RULES:

Review the
handouts
closely!

Pre- Game

Team Managers

- Fofeits - If for any reason, a team fails to have the required number of players on the field by 10-minutes after the scheduled game time the game will is forfeited. • If during play a team becomes incomplete due to disqualification or expulsion of a player, and substitutions cannot be made, the team loses the game by default.
- Before you start any match, call for team managers/captain to the middle of the pitch
- Officials should introduce themselves and have the team managers/captains introduce themselves as well
- Go over some of the basic league rules and communicate your game expectations
- Before you conduct the coin toss, ask if the team managers/captain have any questions about the game
- Proceed with the coin toss; the team that wins the toss decides which goal they will attack in the first half - the other team gets the ball

Game Management

- Have an effective pre-game
- Appear confident in whatever decisions you make
- Be a good communicator
 - Communicate with the players; let them know how you feel about their actions and what you are seeing
- Be a good listener and take mental notes of key plays/actions
- Learn how to read player's reactions. This is a critical skill to learn in order to manage players
- Know all you can about the two teams. You need to know who the skilled players are, who are the enforcers, and learn as much about the player's personalities, style of play, and what this game means to each team
- Set the standards early in the match (warning, caution or ejection). How you handle the first major incidents puts the players on notice about what you will and will not accept

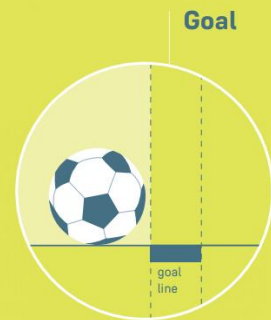
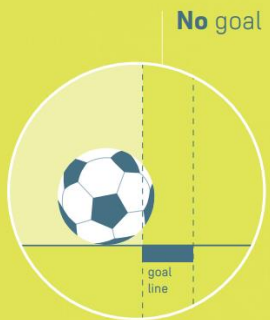
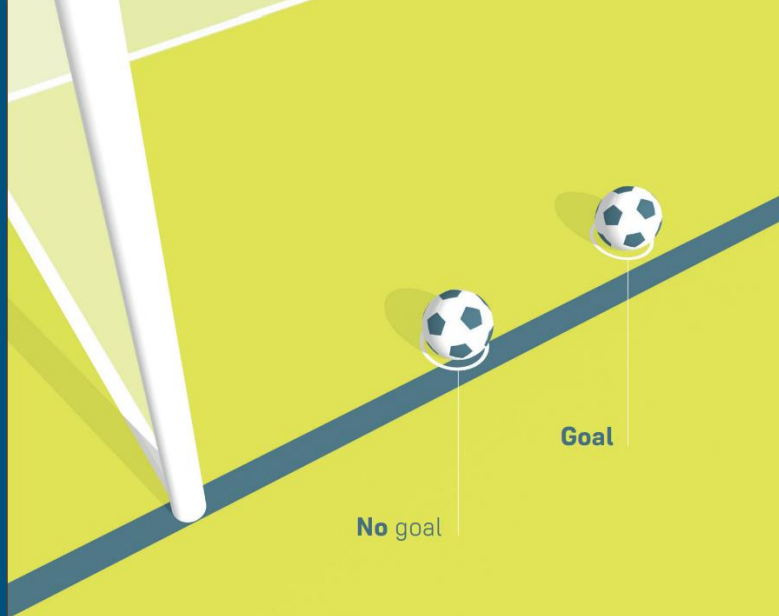
Game Management

- Start & End on time – Everyone has a wrist watch and they are keeping track of the time.
- Final games – Let the captains know that the game time will be reduced 10min for penalty shoot outs if there is a tie/draw. Since there will be another game and the lights will go off at 10pm for late games.
- Be aware the game you are assigned to. Are the team rivals, aggressive players, is it a must win for both teams.
- Final games – make sure you are prepared and know the magnitude of the game. Be fair and alert.

Fouls

- The common rule of thumb on fouls is “If it looks like a foul, it probably is.” A player cannot kick, trip, jump at, charge, strike, push, hold, or spit at an opponent. Bumping, leaning or going shoulder-to-shoulder while competing for a ball is not a foul until the hands or elbows come up

Ball in/out



No Hands, please

- First, the rule for a hand ball includes using any part of the body from the tips of the fingers to the shoulder. Second, the proper way to look at this soccer rule is that a player cannot “handle” the ball. A ball that is kicked and hits a player’s hand or arm is not a hand ball. This means that the referee must judge whether or not a hand ball is accidental contact or the player handled the ball on purpose to gain an advantage. There is also a situation in which the goalie cannot use his/her hands. This is sometimes called the back-pass rule. Goalkeepers cannot pick up a pass that came directly from one of their teammates. In this case, the goalkeeper must use his feet. If the goalie does pick-up the ball it will result in an indirect kick from where he/she touched the ball.

Throw-ins

- **Throw-ins** A throw-in is taken when the ball crosses a sideline and leaves the field. The two basic soccer rules for a proper throw-in are to have both feet on the ground and to throw the ball with both hands over the head.

Offside

- You cannot be offside on a corner kick, goal kick, or throw-in. Also, it is not an offense for a player to be in an offside position. The player must be involved in active play as determined by the referee to be called offside. A player is in an offside position if: he is nearer to his opponents' goal line than both the ball and the second last opponent.

Offside position

- 1. Offside position: It is not an offence to be in an offside position.
- A player is not in an offside position if level with the:
 - second-last opponent or
 - last two opponents
- 2. Offside offence: A player in an offside position at the moment the ball is played or touched* by a team-mate is only penalised on becoming involved in active play by:
 - Interfering with play by playing or touching a ball passed or touched by a team-mate or
 - interfering with an opponent by:
 - preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent's line of vision or
 - challenging an opponent for the ball or
- **The first point of contact of the 'play' or 'touch' of the ball should be used*

Penalty Kicks

- A penalty kick is awarded if a player commits a direct free kick offense inside their penalty area
- The player taking the penalty kick must be clearly identified
- The kicker must not play the ball again until it has touched another player
 - This includes if the ball hits the crossbar/post and falls back to the kicker without touching another player
- Penalty spot for 11v11: 12 yards out from center of goal line
- Penalty spot for 6v6: 8 yards out from center of goal line

Corner Kick

- A corner kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defending team
- A goal may be scored directly from a corner kick, but only against the opposing team; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents
- All opponents must remain at least 10 yards from the corner arc until is in play
- 6v6: All opponents must remain at least 10 yards from the corner arc until play

Throw-ins

- Throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air
- A goal cannot be scored directly from a throw-in
- If the ball enters the opponent's goal - a goal kick is awarded
- If the ball enters the thrower's goal - a corner kick is awarded
- All opponents must stand at least 2 yards from the point at which the throw-in is taken

Apparel/Gear

Referees must have the following equipment:

- Whistle (s) – verify the sound*
 - Watch (es)
 - Referee uniform * new stye
 - Yellow, black or yellow/green shirt
 - Black shorts or pants
 - Black shoes
 - Red and yellow cards
 - Flags
 - Small notebook or other means of keeping a record of the match
-

11 Vs 11

6 Vs 6

- There will be no off-sides in 6 x 6
- Substitutions may be made on a dead ball by either team.
 - Shin guards are always required during play

