



## ■ ■ Law 12 Fouls & Misconduct Simplified

### Direct Free Kicks

1. Kicks an opponent or attempt\*
  2. Trips an opponent or attempt\*
  3. Strikes an opponent or attempt\*
  4. Jumps at an opponent\*
  5. Charges an opponent\*
  6. Pushes an opponent\*
  7. Tackles/challenges an opponent\*
  8. Holds an opponent
  9. Spits or bites at someone on team lists or a match official
  10. Impedes an opponent w/ contact
  11. Throws an object at the ball, an opponent or a match official, or makes contact with the ball with a held object
- \* Careless, Reckless or using Excessive Force

### Indirect Free Kick Fouls

1. Prevent GK from releasing the ball into play
2. Plays in a dangerous manner
3. Impedes the progress of an opponent without contact
4. Guilty of dissent, using offensive, insulting or abusive language and/or action(s) or other verbal offenses
5. Initiates a deliberate trick for the ball to be passed to the GK to circumvent the law
6. GK controls ball with hand/arm for more than 6 seconds
7. GK touches ball with hand/arm after releasing
8. GK touches ball with hand/arm directly from a TI or clearly kicked ball from teammate
9. Commits any other offense, not mentioned in the Laws, for which play is stopped to caution/send off a player

### Cautionable Offenses (Yellow Card)

1. Failure to respect the required distance on a FK, CK, TI or DB
2. Entering, re-entering or leaving the field of play w/o the referee permission
3. Delaying the restart of play
4. Dissent by word or action
5. Unsporting behavior
6. Persistent Offenses

Not applicable to AYSO

1. Entering the Referee Review Area
2. Excessively using the "review" signal

### Send off Offenses (Red Card)

1. Serious Foul Play
2. Using abusive, insulting, offensive language and/or action(s)
3. Violent conduct
4. Spitting or biting at someone
5. Second caution in the same match
6. Denies obvious goal scoring opportunity by handball offense
7. Denies obvious goal scoring opportunity by an offense punishable by a free kick

Not applicable to AYSO

1. Entering the video operation room (VOR)

### Referee Pre-Game Responsibilities

1. Arrive 30 minutes early
2. Inspect field (especially goals) for safety hazards
3. Greet coaches, inspect teams and get game cards
4. Pre-Game instructions to ARs
5. Conduct coin toss
6. Record which team has KO in 1<sup>st</sup> half and direction
7. Verify that ARs and teams (including GK) are ready

### Half time Responsibilities

1. Hydrate/stretch
2. Review with ARs

### Post-Game Responsibilities

1. Supervise teams' postgame handshake
2. Complete and submit game cards and game report, if necessary

### Spirit of the Game and the Philosophy of Refereeing

(From 1.D.3 AYSO National Rules and Regulations)  
"The Laws of the Game are intended to provide that matches should be played with as little interference as possible, and in this view it is the duty of referees to penalize only deliberate breaches of the Law. Constant whistling for trifling and doubtful breaches produces bad feeling and loss of temper on the part of the players and spoils the pleasure of spectators."

The model set by the adults present (referees, coaches and spectators) at games influences the development and behavior of the young players watching. The referee team establishes the parameters of acceptable behavior and must be attentive to and deal appropriately with any adult behavior that does not present positive role modeling for youth. Law 5 and AYSO National Rules and Regulations provide this authority. Remember. . .

**In AYSO, it's about more than the game!**

NRC – April 2024

## Pre-Game ▶ ▶ Card



### Pre-Game Instructions to Assistant Referees:

*Follow IFAB standard procedures plus any special instructions from the referee*

1. **Throw-in:** Signal ball out of play and direction
2. **Offside:** Signal, wait for whistle, then give appropriate signal for ball placement
3. **Corner Kick:**
  - Near side – stand behind the kicker and corner flag
  - Far side – stand behind the corner flag
  - Watch for ball out of play, goal and offside
4. **Penalty Kick:** Stand at intersection of goal line and penalty area. Goal judge and goalkeeper encroachment (follow pre-game instructions)
5. **Goal Scored:** Clearly in the net – eye contact with referee, trot up touchline towards top of Penalty Area. Quick in/out – raise flag straight up, wait for referee to stop play, eye contact with referee, then lower flag and trot up touchline towards top of Penalty Area.
6. **Fouls:** Signal if missed by referee and not trifling or doubtful
7. **Free Kicks:** Assist referee with setting the wall near you
8. **Kick Off:** Count players, check goalkeeper is ready, then signal referee you are ready by unfurling your flag and holding in left hand (right hand if right diagonal is being run)
9. **Penalties:** to break a tie
  - 1 AR assigned to the goal line
  - 1 AR assigned to keep players in center circle and maintain kicking sequence
10. **Administrative duties:**
  - Time keeping – Back up referee
  - Record keeping – who watches, who writes, when?
  - Substitutions – follow standard procedure
11. **Questions?**