

## ►► Law 12 Fouls & Misconduct Simplified

### Direct Free Kick Fouls

1. Kicks an opponent or attempt\*
2. Trips an opponent or attempt\*
3. Jumps at an opponent\*
4. Charges an opponent\*
5. Strikes an opponent or attempt\*
6. Pushes an opponent\*
7. Tackles or challenges an opponent \*  
\*if careless, reckless or using excessive force
8. Holds an opponent
9. Impedes an opponent with contact
10. Spits or bites at someone
11. Commits a handball offence (deliberately touches the ball with their hand/arm)
12. Throws an object at ball, opponent or official

### Players

#### Reasons for a Caution: (Yellow Card)

1. Unsporting behavior
2. Dissent by word or action
3. Persistent infringement
4. Delays restart
5. Fails to respect distance on CK, FK, & TI
6. Enters, leaves or re-enters field w/o permission
7. Enters RR Area
8. Excessively use of review signal \*

\* Not applicable to AYSO

### Indirect Free Kick Fouls

1. Plays in a dangerous manner
2. Preventing the GK from releasing ball into play
3. Impeding an opponent without contact
4. Committing any other offence not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player.
5. GK touches ball with hands when kicked directly from teammate
6. GK touches ball with hands when received directly from a throw-in by teammate
7. GK plays ball twice w/hands after clearly releasing or attempting to release ball into play

#### Corner Kick Fouls

1. GK controls the ball with hands for longer than 8 seconds

#### Reasons for a Send-Off: (Red Card)

1. Serious foul play
2. Violent conduct
3. Biting or spitting at someone
4. Denies obvious goal scoring opportunity by deliberate handball offence
5. Denies obvious goal scoring opportunity by non-deliberate handball offence outside own PA
6. Denies obvious goal scoring opportunity by an offense punishable by a free kick
7. Uses offensive, insulting, abusive language or gesture
8. Second caution in same game
9. Enters video ops room \*

### Team Officials

#### Warning:

1. Entering the field of play (FOP) in a respectful/non-confrontational manner
2. Failing to cooperate with a match official
3. Minor/low-level disagreement
4. Occasionally leaving the technical area (TA)

#### Reasons for a Caution: (Yellow Card)

1. Clearly/persistently not respecting the TA
2. Delaying the restart of play by their team
3. Deliberately entering the TA of opposing team
4. Dissent by word or action
5. Excessively/persistently gesturing for a card
6. Persistent unacceptable behavior (including repeated warnings)
7. Showing a lack of respect for the game
8. Enters RRA, excessively use of review signal\*

#### Reasons for a Send-Off: (Red Card)

1. Delaying the restart of play by the opposing team
2. Deliberately leaving the TA to show dissent
3. Enter the opposing TA in a confrontational manner
4. Deliberately throwing/kicking an object onto FOP
5. Entering the FOP to confront a match official
6. Physical or aggressive behavior towards anyone
7. Violent conduct
8. Receiving a second caution in the same match
9. Using offensive, insulting or abusive language and/or gestures

## ►►►►►►►► AYSO National Guidelines

### Game Management Information

Small-sided matches are permitted for all age groups.

All eligible team members in attendance at AYSO matches must play at least half of the match, excluding overtime.

#### Substitution:

- Approximately midway through the 1st half,
- halftime,
- approximately midway through the 2nd half,
- in case of an injury.

10U and below: No heading, no punting

12U: No heading

10U: Build-out Line (BOL)

All opponents behind the BOL when GK has possession or for goal kick.

Keeper possession: Can cross BOL once ball is released.

Goal kick: Can cross BOL once ball is back in play.

Sideline participation is limited to comments that are positive, instructional and / or encouraging.

Age Group	Ball	Duration	Max Players	Min Players	Heading	GK Punt	BOL
Sch. yd, 6U	#3	2x 10 min	4	3	no	no	no
7U & 8U	#3	2x 20 min	5	3	no	no	no
10U	#4	2x 25 min	7	5	no	no	yes
12U	#4	2x 30 min	9	6	no	yes	no
14U	#5	2x 35 min	11	7	yes	yes	no
16U	#5	2x 40 min	11	7	yes	yes	no
19U	#5	2x 45 min	11	7	yes	yes	no

## Pre-Game ►► Card



### 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 games 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 feelings 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!

#### Referee Pre- and Post-Game Responsibilities

1. Arrive at least 30 minutes early
2. Inspect field for safety hazards
3. Meet coaches, inspect teams and get Game Cards
4. Pre-Game instructions to ARs
5. Conduct coin toss - winner decides which goal to attack, or kick-off first half
6. Check with ARs that teams are ready
7. Half-time review with ARs
8. Supervise teams' post-game handshake
9. Complete and submit Game Cards

Everyone Plays, Balanced Teams, Open Registration, Positive Coaching,  
Good Sportsmanship, Player Development

## ►►► Pre-Game Instructions to Assistant Referees

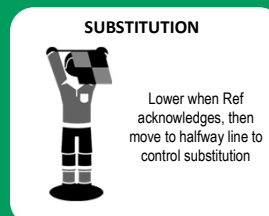
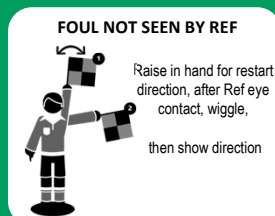
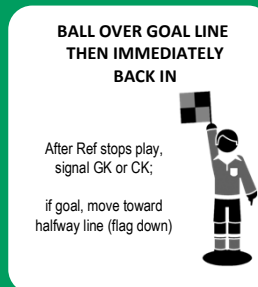
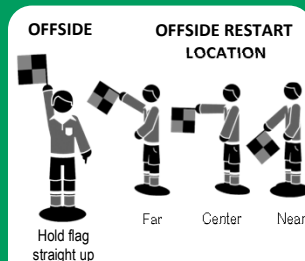
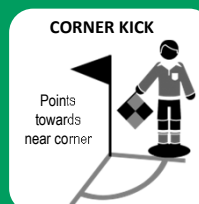
Follow IFAB standard procedures plus any special instructions from the referee

- Throw-in:** Signal ball out of play and direction.
- Offside:** Signal, wait for whistle then give appropriate signal for ball placement.
- 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.
- Penalty Kick:** Stand at intersection of GL and PA line - goal judge and goalkeeper movement.
- Goal Scored:** Trot up touchline towards midfield, no flag signal.
- No Goal:** Foul before ball crosses GL: stand still and wait for the Ref to come to you. No flag signal.
- Fouls:** Signal if missed by Ref and not trifling or doubtful.
- Free kicks:** Assist Ref with setting the wall.
- Kick-Off:** Count players, check Goalkeeper's ready then signal Ref. ready by unfurling your flag and holding in left hand (right hand if right diagonal is being run)
- Penalties:** to break a tie:
  - 1 AR assigned to goal line.
  - 1 AR assigned to keep players in center circle and maintain kicking sequence.
- Administrative duties:**
  - Time keeping – Back up referee.
  - Record keeping – Who watches, who writes?
  - Substitutions – Follow standard procedures.
- Questions?**

Safe, fair and fun

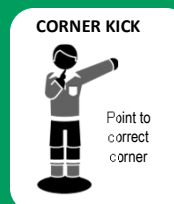
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## ►►► Assistant Referee Signals



Assistant Referee stays in line with the 2<sup>nd</sup> to last defender or the ball, whichever is closest to the goal line.

## ►►► Referee Signals



### DROPPED BALL

To the defending goalkeeper if ball in penalty area or last touched in penalty area; otherwise for one player of the team that has or would have gained possession if this can be determined by the referee; if not, it is dropped for one player of the team that last touched it. The ball is dropped at its position when play was stopped. All others to be 4½ yds away.